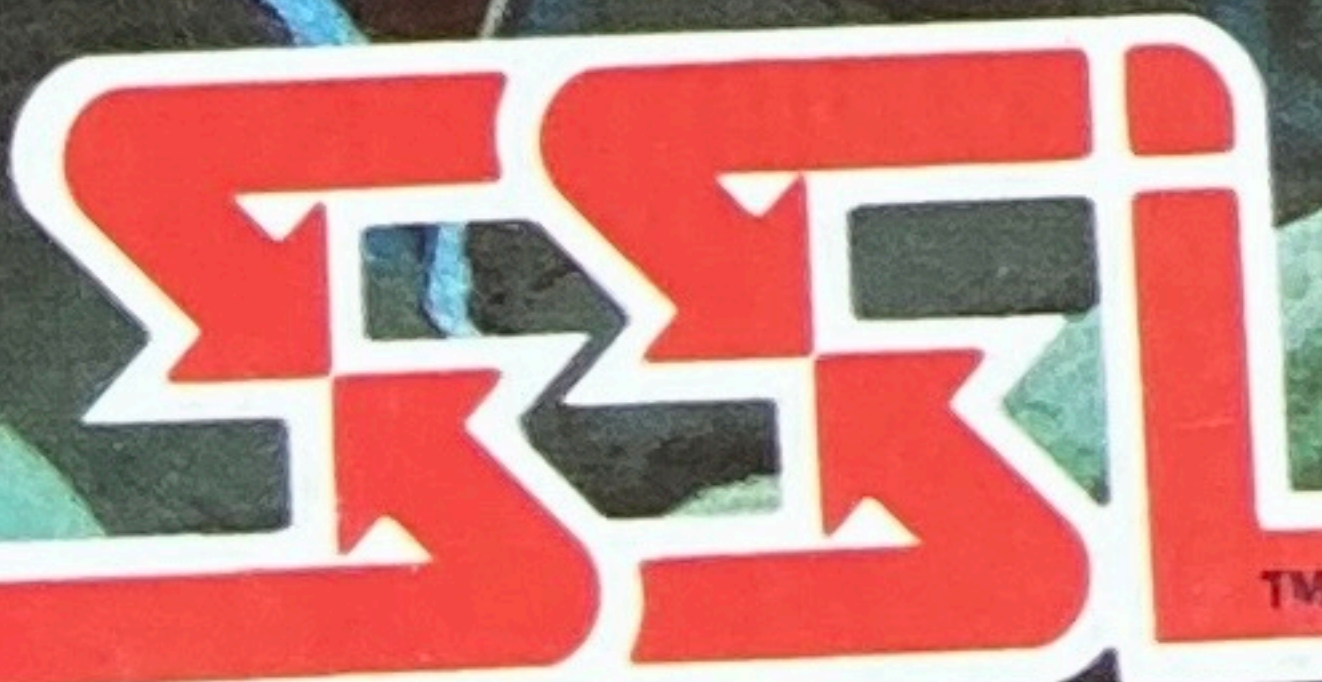


A FULLY ANIMATED FANTASY ADVENTURE

RINGS OF ZILFIN™



L. SAKAGUCHI 1986 C. WHITE



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ZILFINS — Mighty wizards who established in the town of Batiniq an enchanted realm of peace and prosperity. Their crowning achievement was the creation of two rings which, worn together, endowed the wearer with supernatural power.

LORD DRAGOS — A fiendish necromancer who now holds Batiniq in thrall. Captor of one magic ring, Dragos needs only its mate to attain invincibility.

The sole hope for thwarting this evil is . . . you.

Possessing innate magical ability, you set forth on a perilous quest to find and reunite the legendary rings and depose the dark overlord.

Your wondrous journey unfolds in RINGS OF ZILFIN, a fantasy game whose revolutionary graphics add an unprecedented realism to the action you direct. The fully animated scrolling screen grants you step-by-step control as you journey through the dangerous expanses of Batiniq. A host of characters, including elves, dragons, kings, and sorceresses, might provide helpful clues. But the tyrant's monstrous minions,

such as flying skulls, shape shifters, goblin monks, and death ray demons, threaten constant attack. Destroy them with arrows or swords or the protective properties of special plants.

But your best weapon comes from developing your latent powers until you attain the status of Grand Master Wizard and can weave potent spells.

Time grows short. Hasten to seek the fabled Zilfins and their incomparable Rings of Power. Then wield them well.

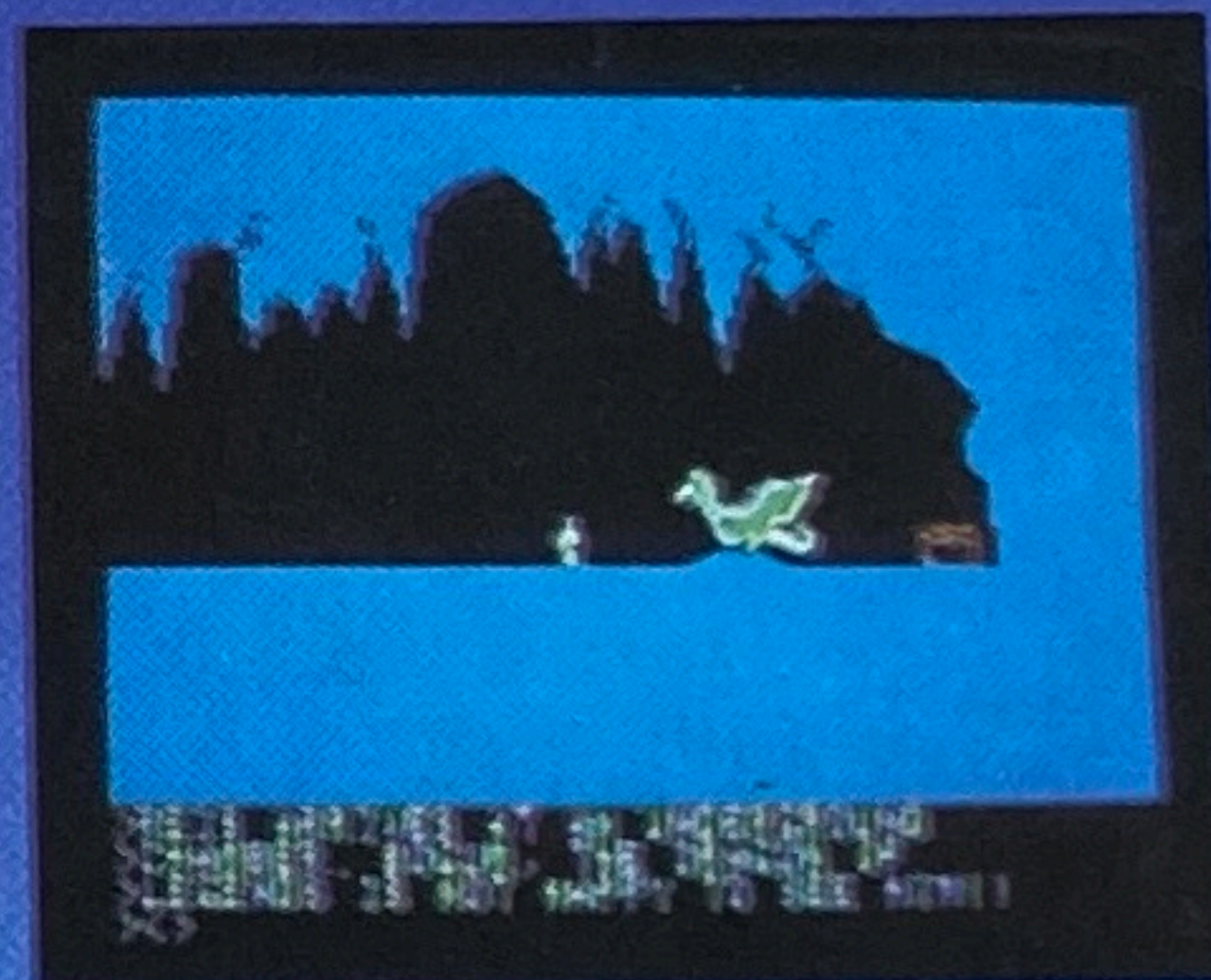
Screen displays shown are from the APPLE II. Displays from other computer(s) may vary.

APPLE is a registered trademark of Apple Computer, Inc.

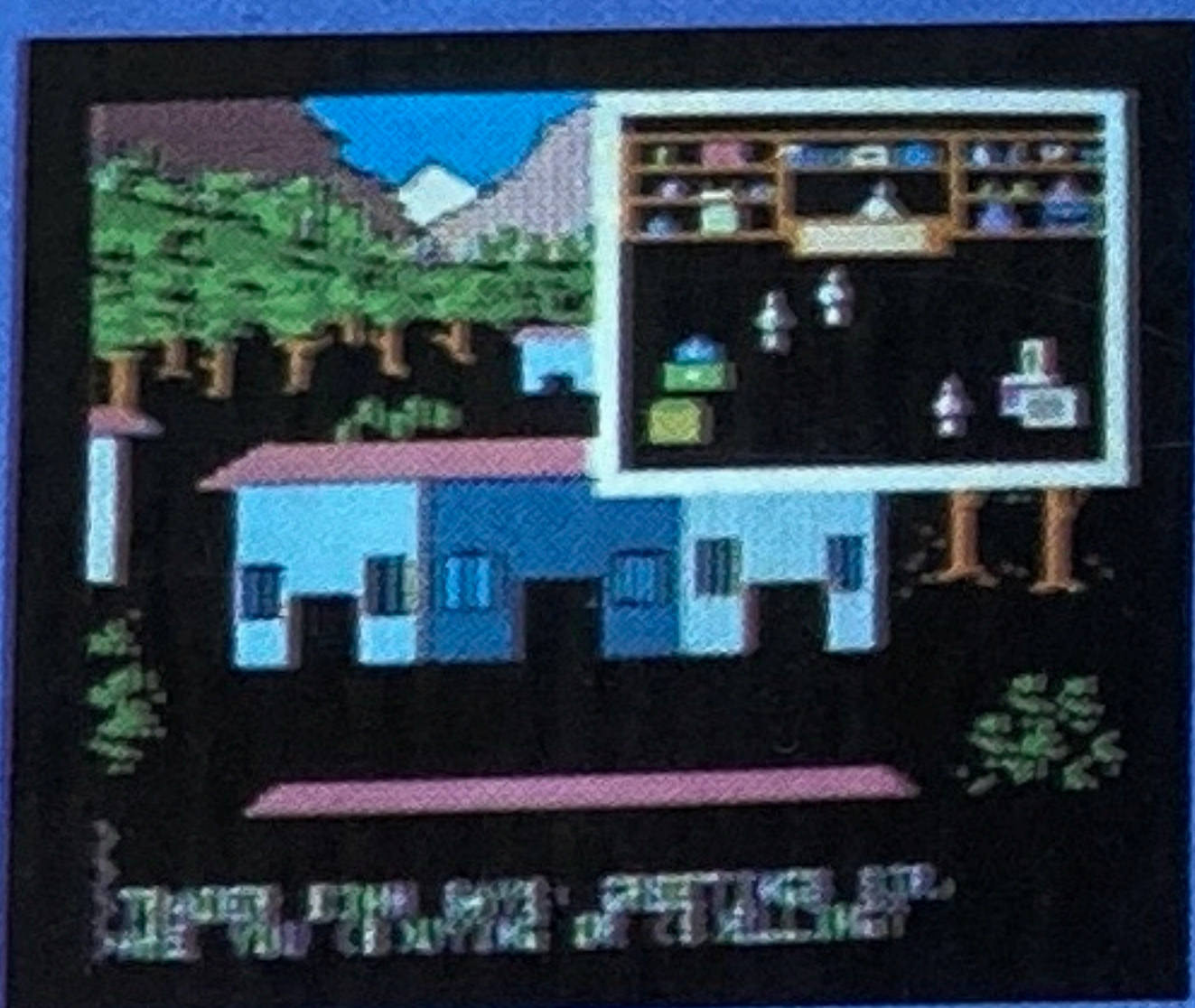
MADE IN U.S.A.



The realm of Batiniq.



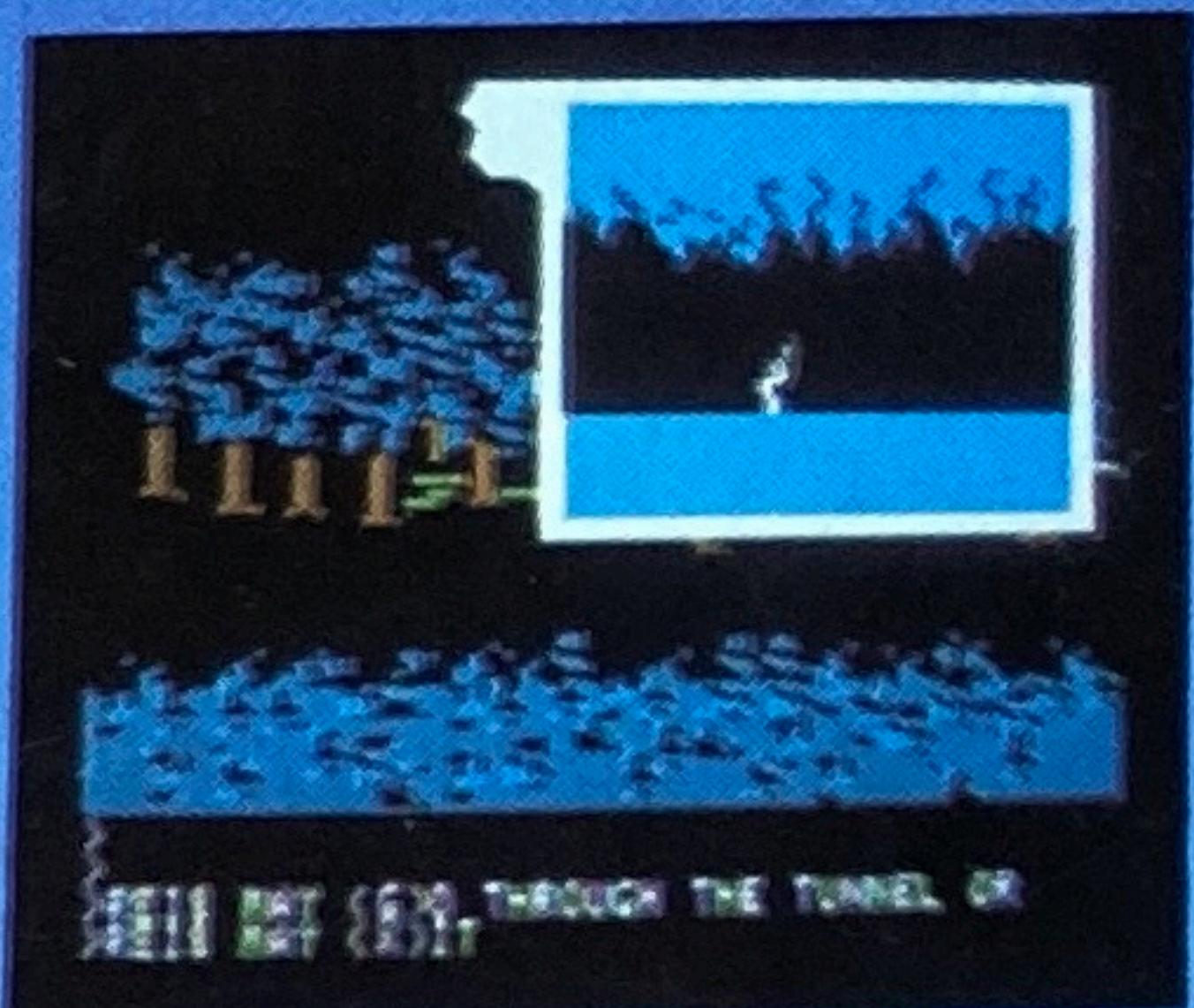
An encounter with Bogum, dragon of legend.



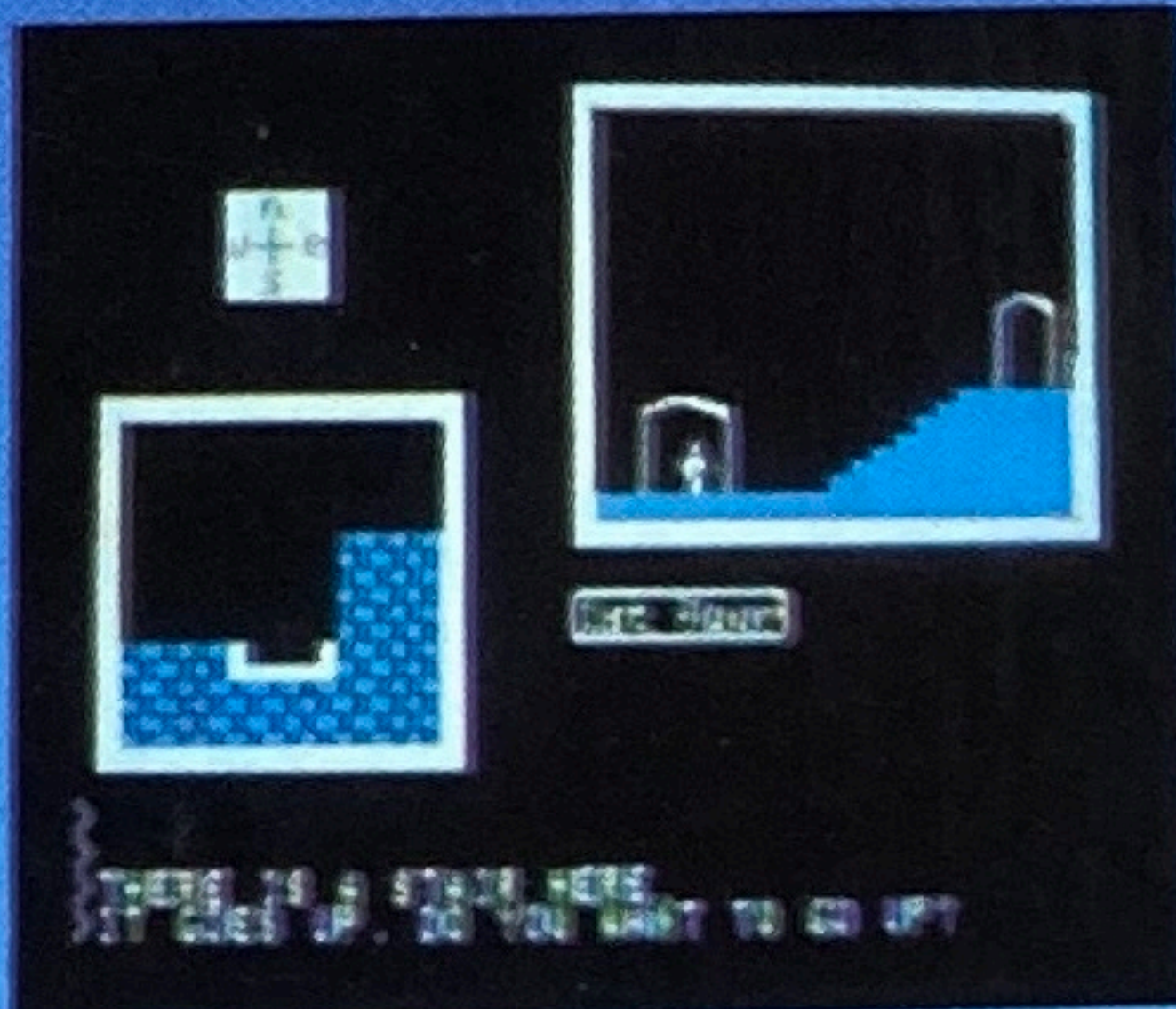
Shopping for supplies in Tel-Biz.



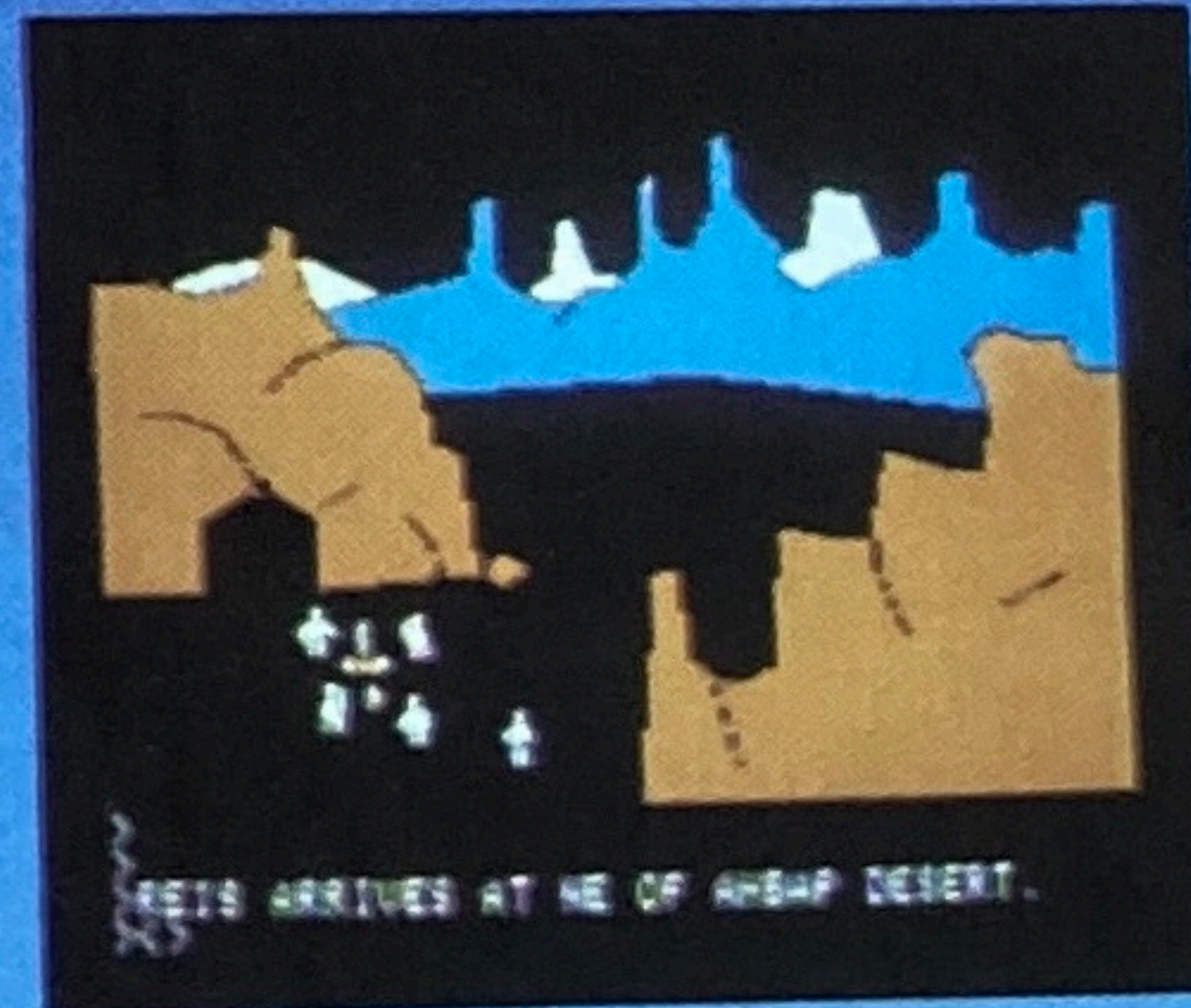
Greetings from the Elven King.



Proceeding through a tunnel in the forest.



Exploring a dungeon.



A fireside chat with a party of dwarves.

RINGS OF ZILFIN

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STRATEGIC SIMULATIONS, INC.

APPLE
48K disk for Apple II
with Applesoft
ROM, II+, IIe
and III.

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- Explore the realm of Batiniq: 3 nations, 27 towns and villages, two dungeons, plus much more.
- Meet and converse with over 100 local inhabitants.
- Battle dozens of monsters such as goblins, trolls, shape shifters and demons.

- Utilize your resources of assorted weapons, armor, plants and magical pools in your dangerous quest.
- Choose from among several modes of magical and physical combat.
- Enjoy full animation in all phases of the game.

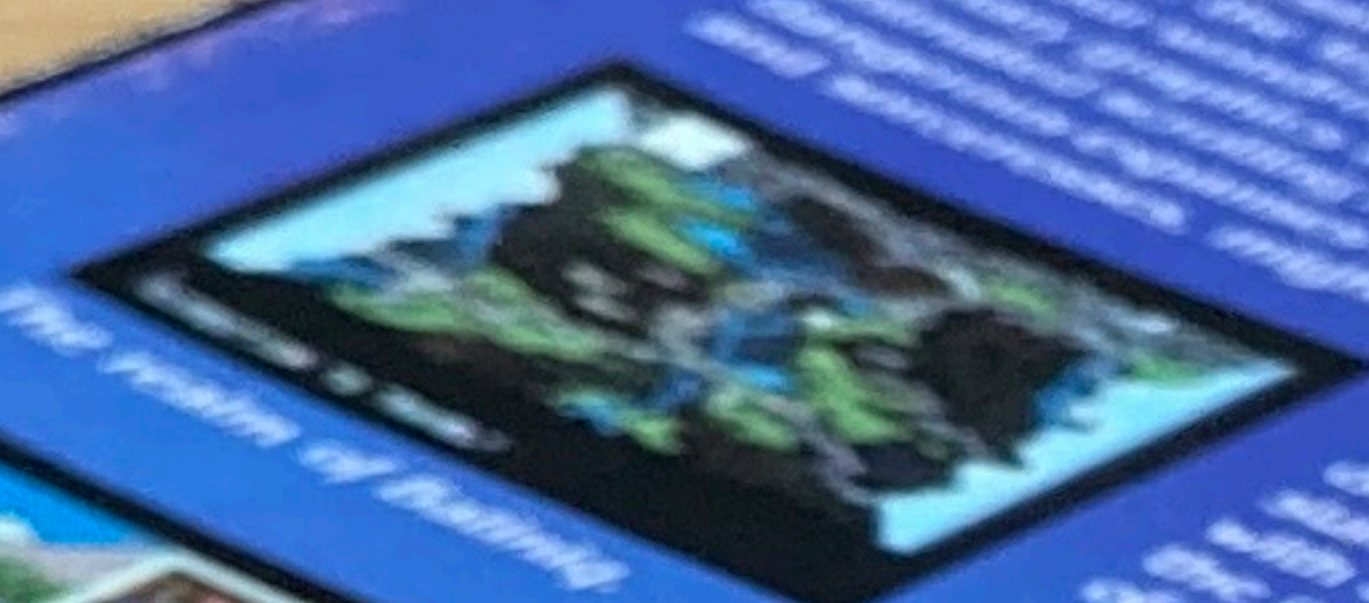


RINGS OF ZILFIN was designed by **Ali N. Atabek**.
■ Fully animated in all phases of the game.

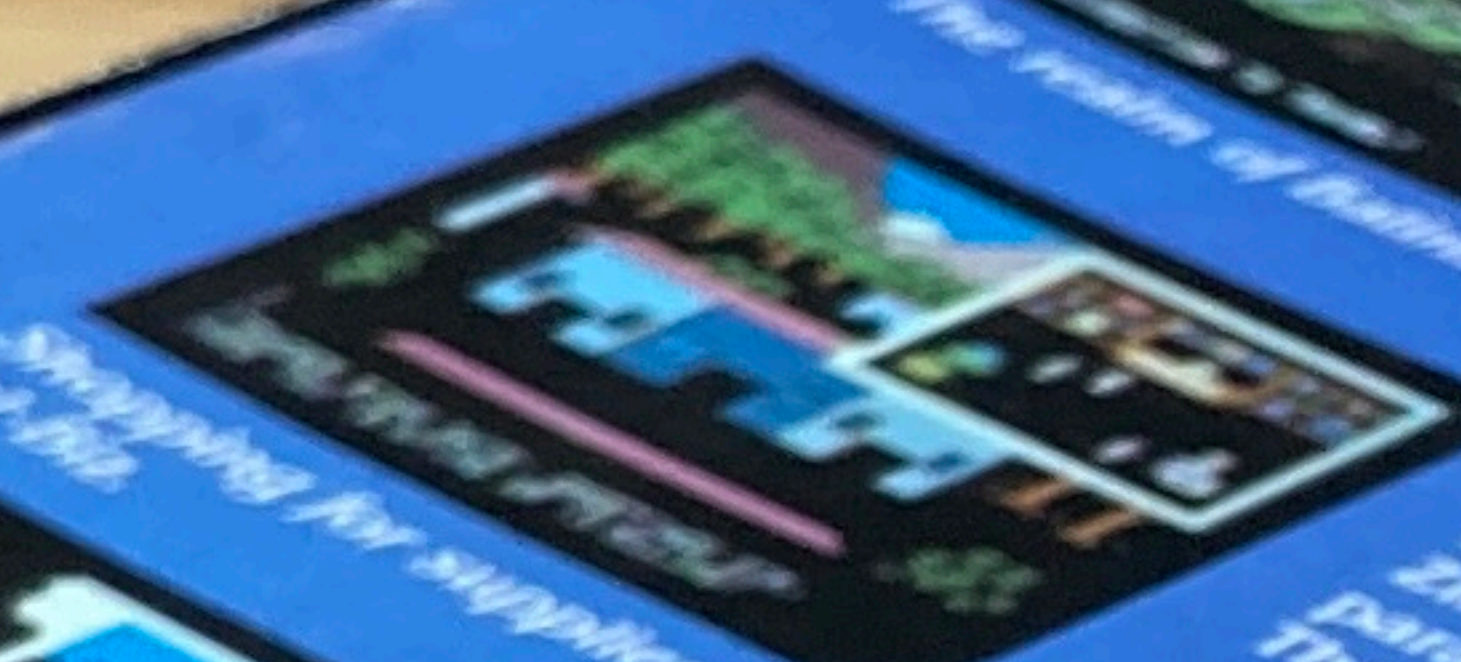
■ PLAYING TIME: 30 to 40 hours.
■ Box cover design/illustration by **LOUIS HSU SAEKOW** and **CHRISTOPHER WHITE**.
■ Includes graphics routines from Penguin Software's Graphics Magician®.

THE QUEST — Mighty warriors who established in the town of Babilg, an enchanted realm of peace and prosperity. But when a wicked sorcerer, with the creation of two rings, turned them into weapons, he caused the town to suffer. The war began for the quest to find and destroy the evil. . . .

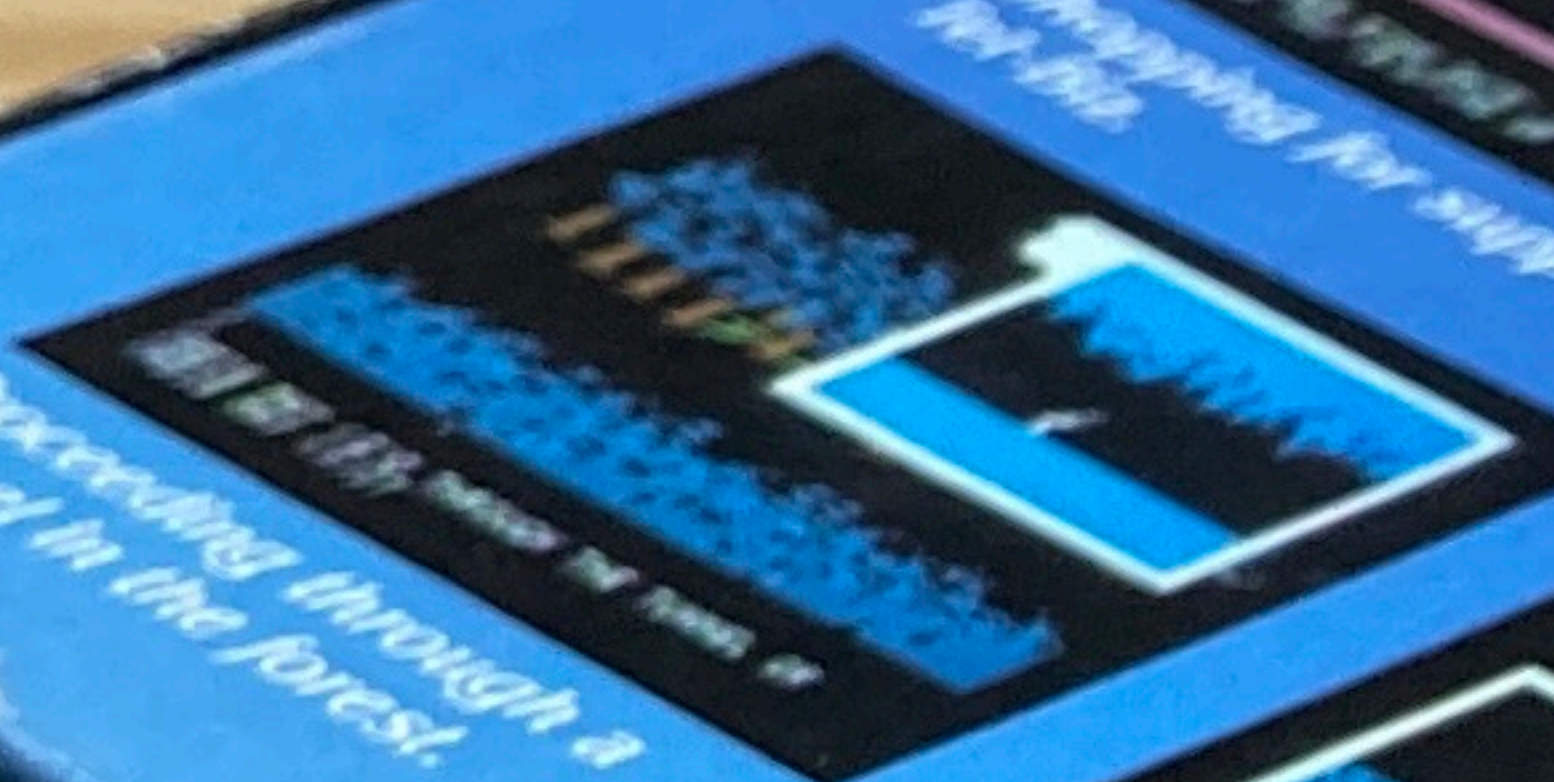
THE QUEST — A beautiful recreation of the town of Babilg, an enchanted realm of peace and prosperity. But when a wicked sorcerer, with the creation of two rings, turned them into weapons, he caused the town to suffer. The war began for the quest to find and destroy the evil. . . .



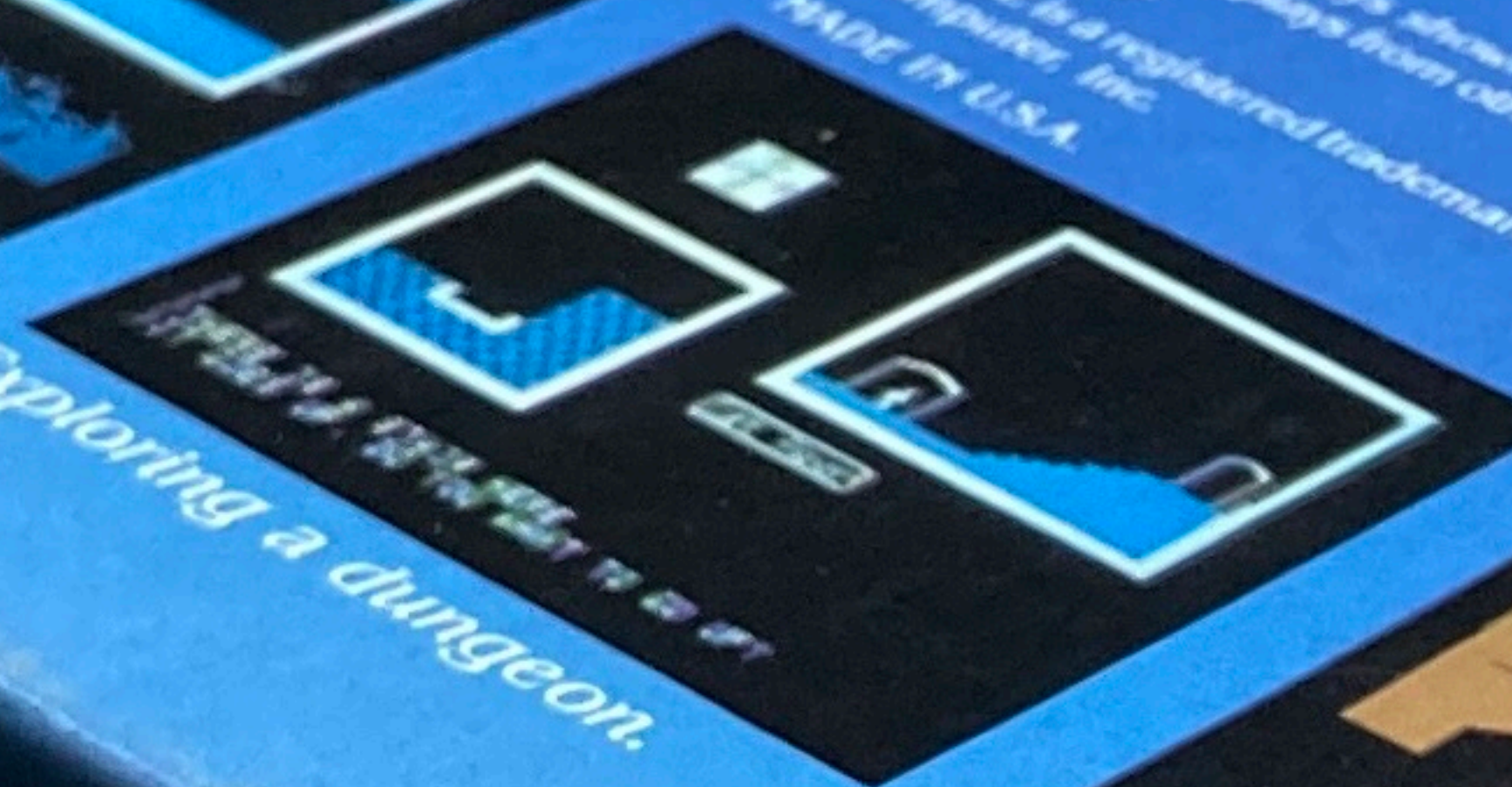
The realm of Babilg



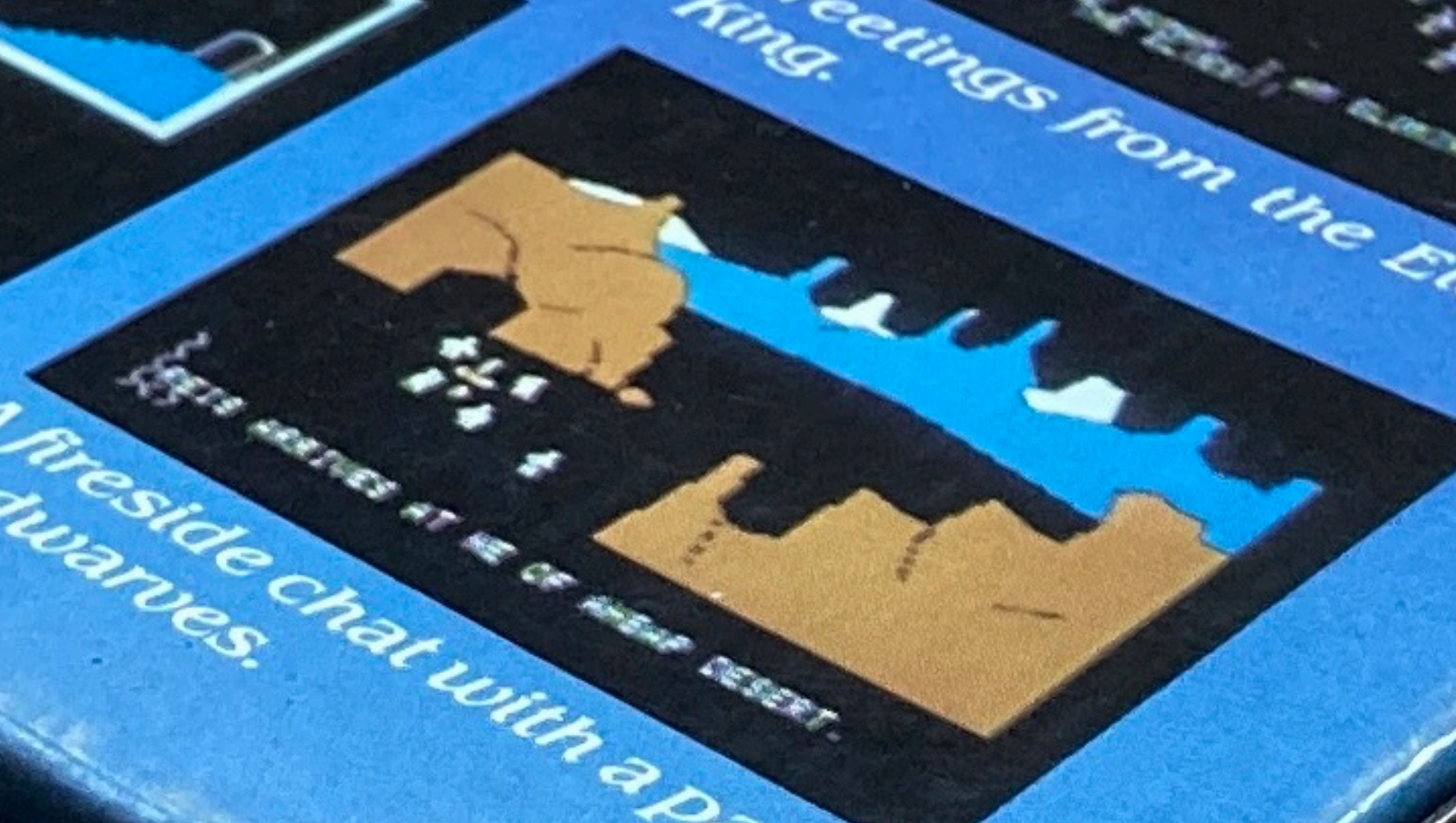
Shopping for supplies in the town of Babilg



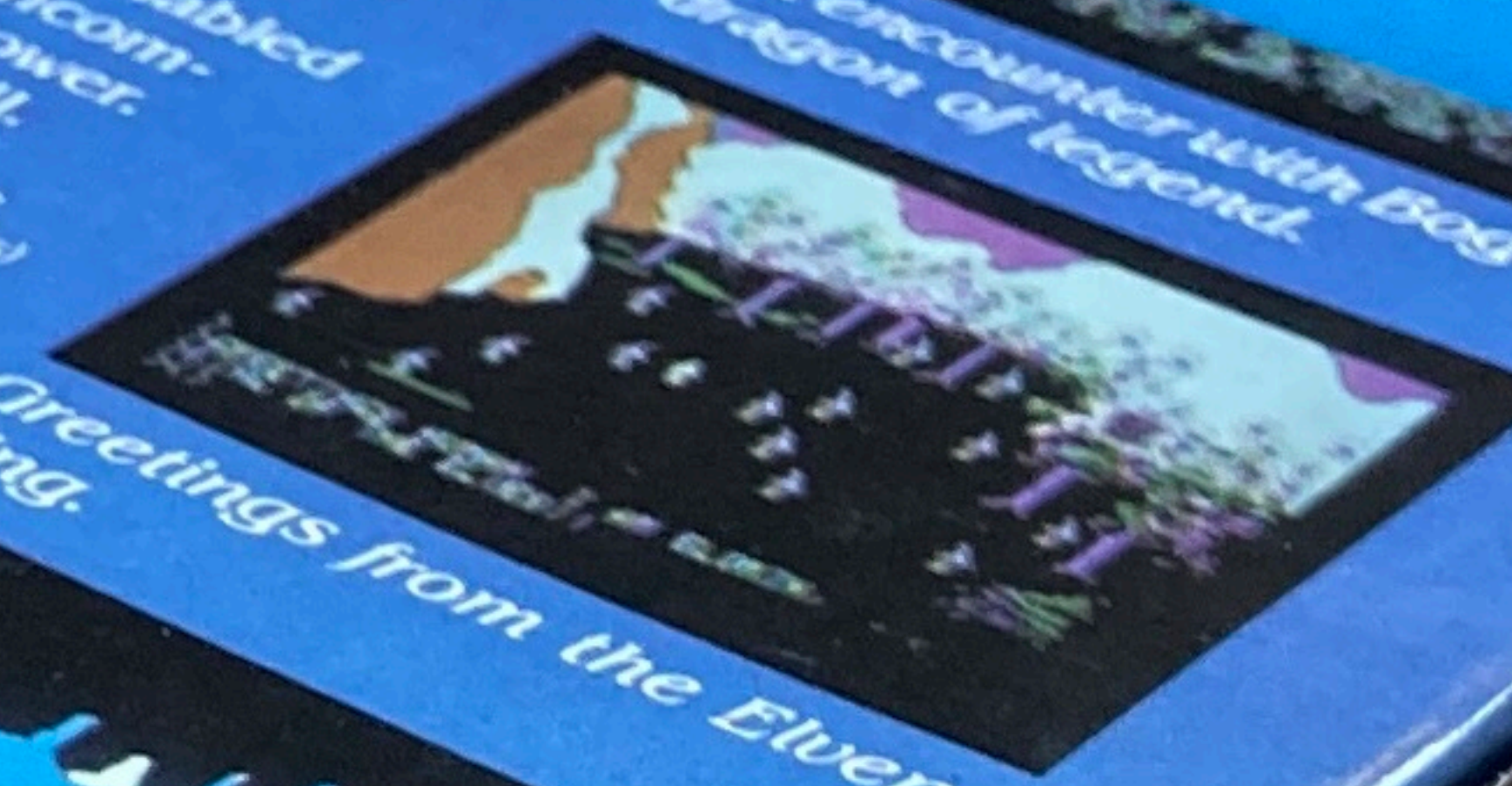
Proceeding through a tunnel in the forest.



Exploring a dungeon.



A fireside chat with a party of dwarves.



Greetings from the Elven King.



An encounter with Bogum, dragon of legend.

■ Explore the realm of Babilg: 3 nations, 27 towns and villages, two dungeons, plus much more.
 ■ Battle dozens of monsters such as goblins, trolls, shape shifters and demons.
 ■ Meet and converse with over 100 local inhabitants.

STRATEGIC SIMULATIONS, INC.



NATHAN

STRATEGIC SIMULATIONS INC

APPLE
FRONT SIDE:
Game Disk 2

RINGS OF ZILFIN

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BACK SIDE:
Game Disk 3

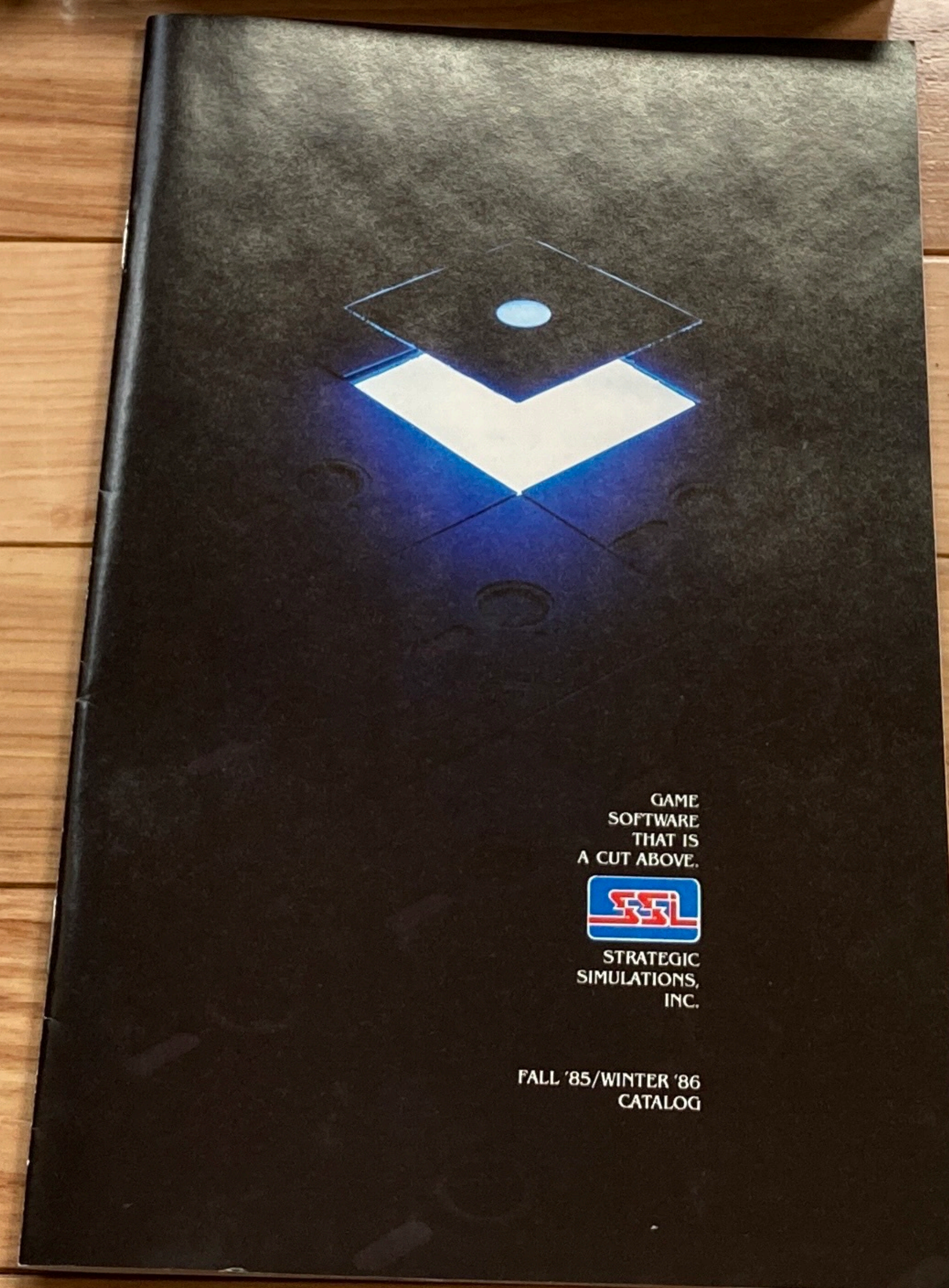
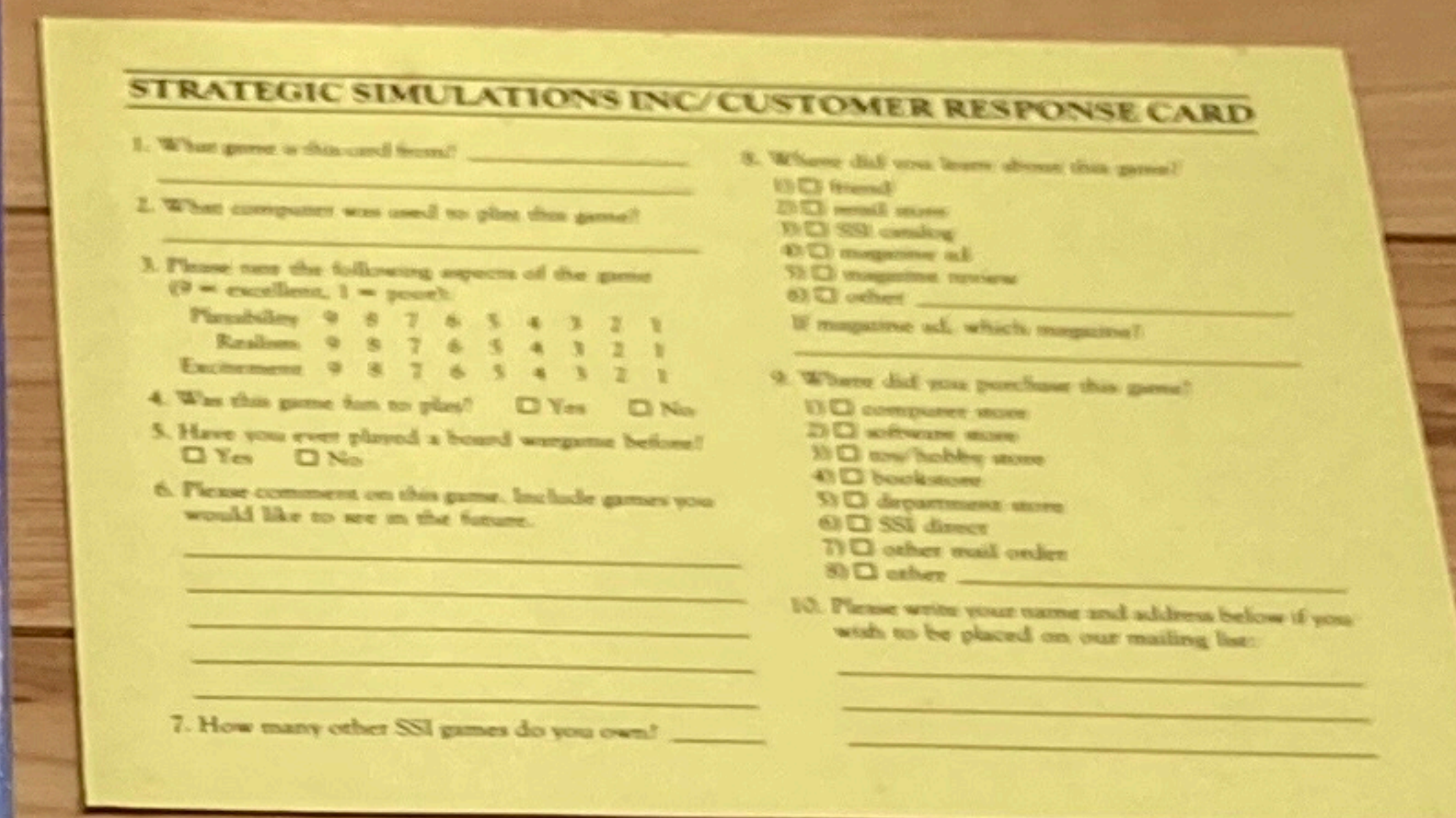
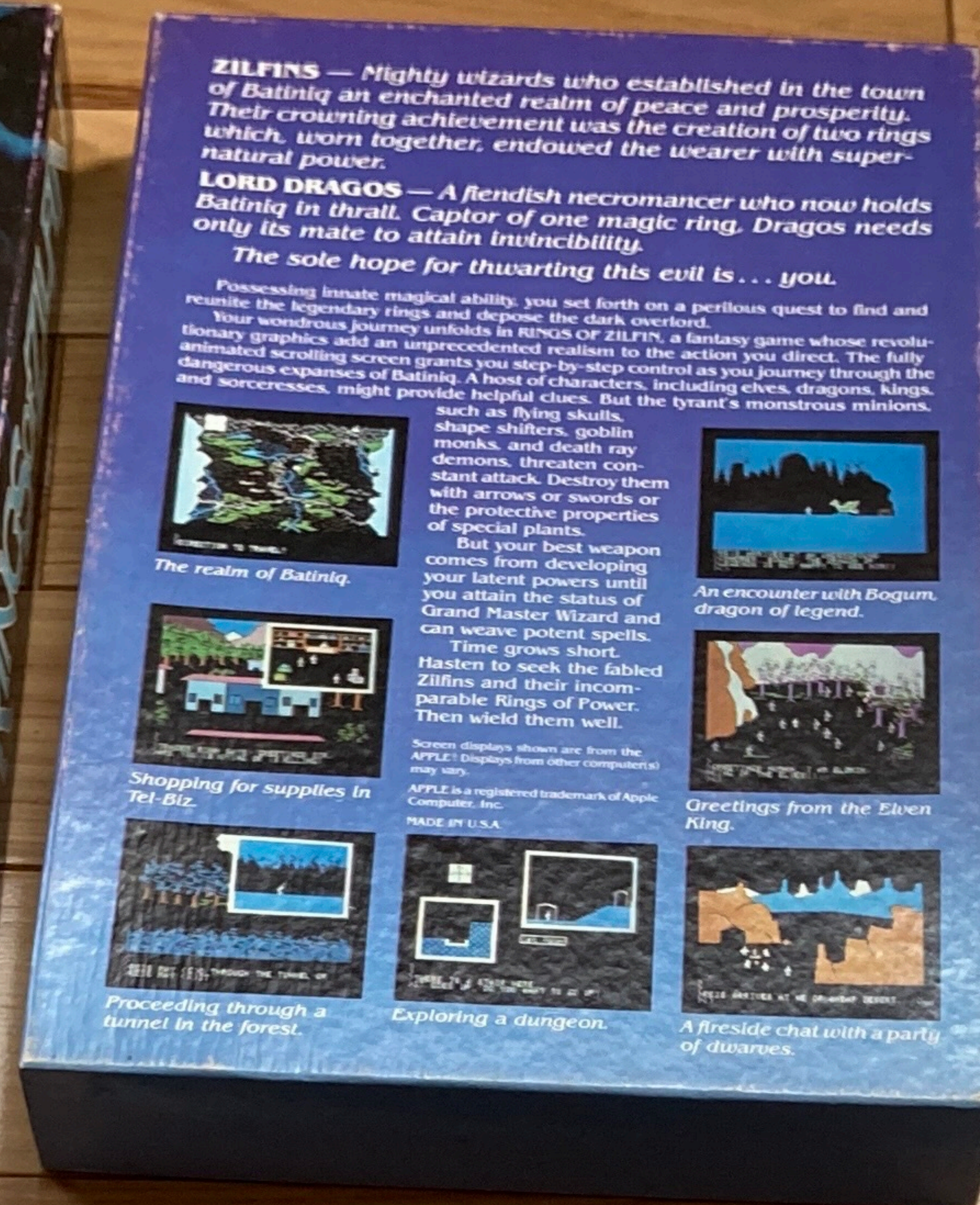
RINGS OF ZILFIN

GAME
SOFTWARE
THAT IS
A CUT ABOVE.

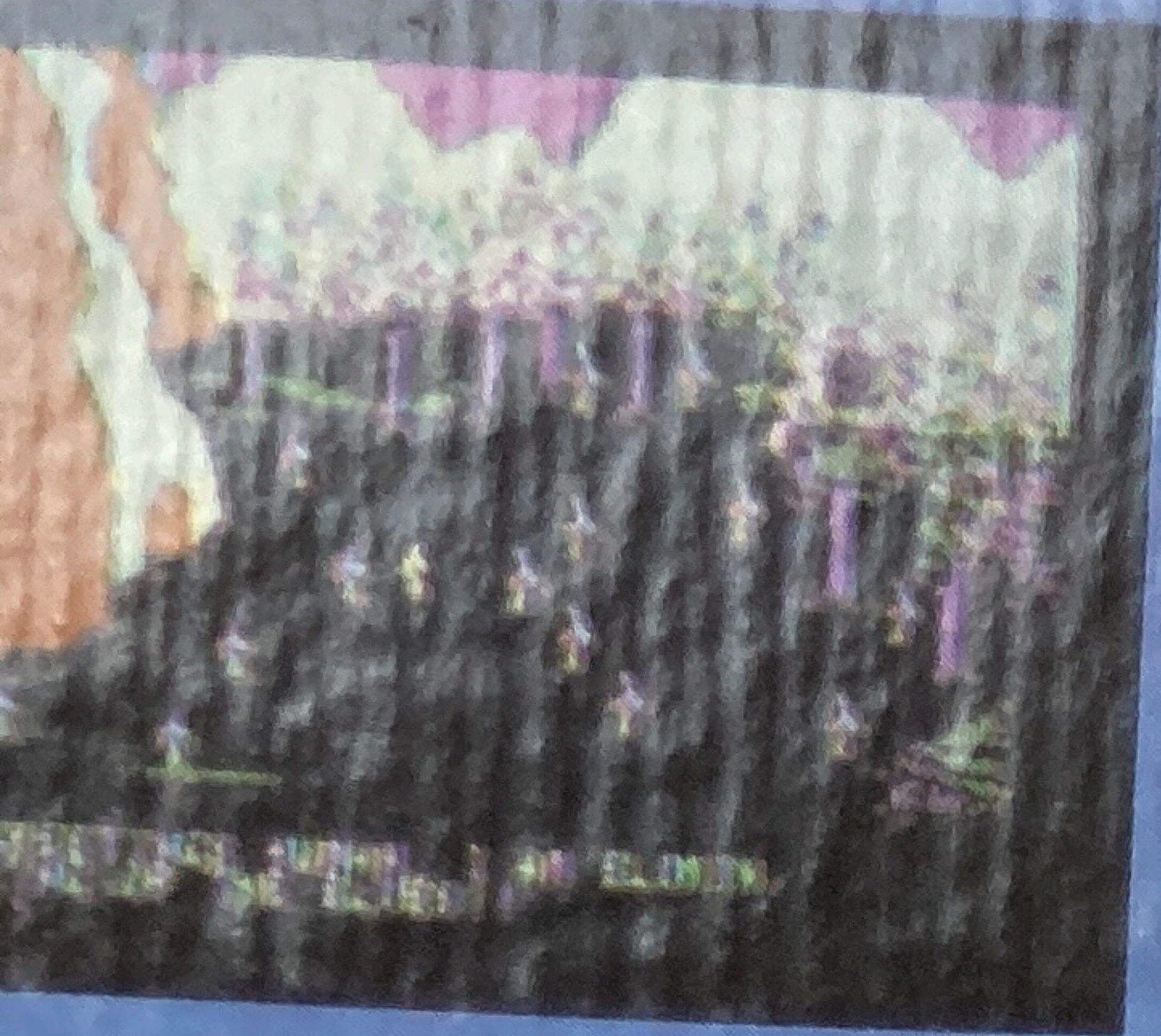


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INC.

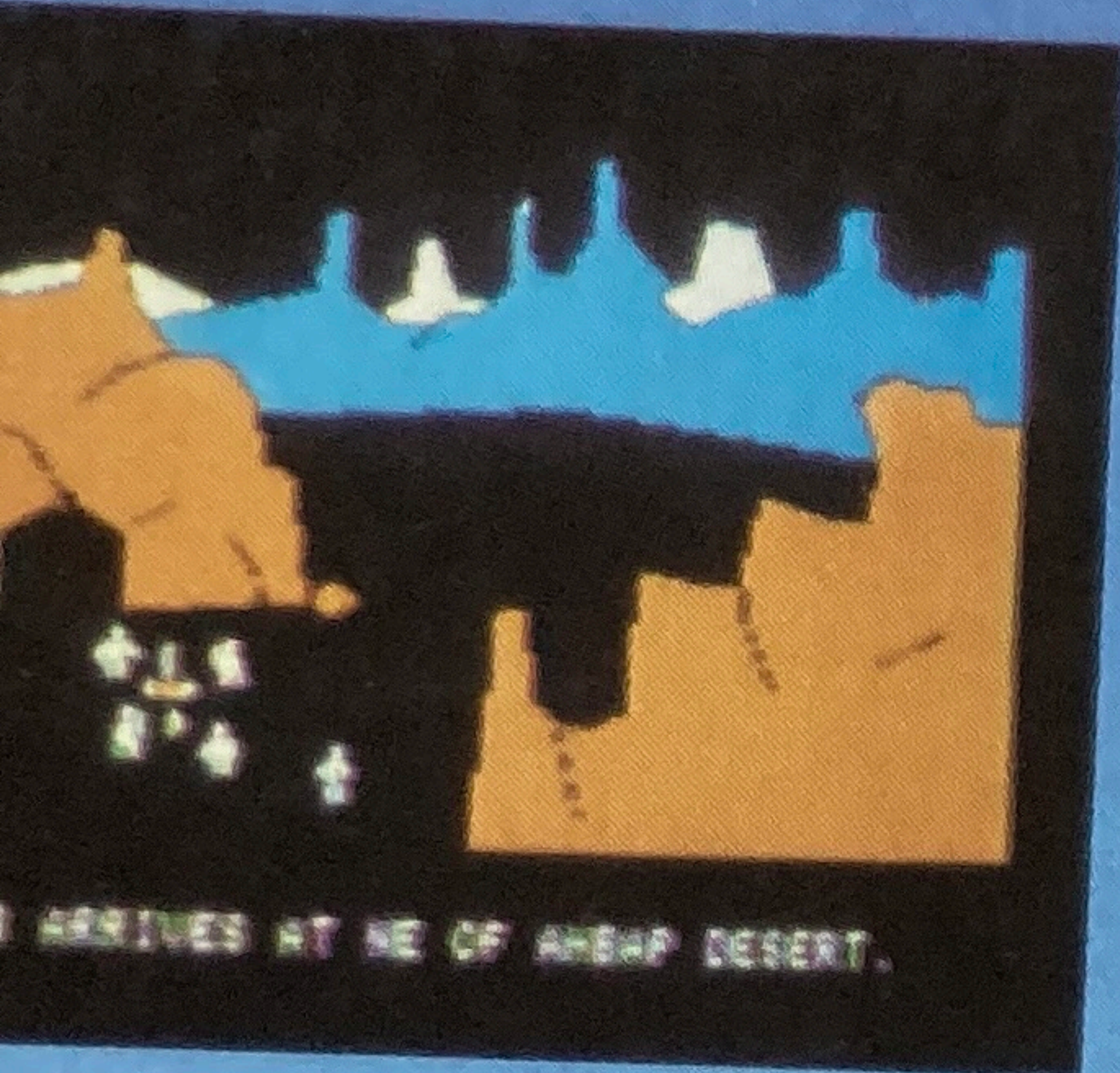
FALL '85/WINTER '86
CATALOG



ragon of legend.



meetings from the Elven
g.



ARRIVES AT NE OF AHEAD DESERT.

eside chat with a party
varves.

7. How many other SSI games do you own? _____

APPLE®

RINGS OF ZILFIN

Game Disk 1

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STRATEGIC SIMULATIONS INC

wish to be placed on our mailing list:

7. How many other SSI games do you own? _____



APPLE®

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Game Disk 2

RINGS OF ZILFIN

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BACK SIDE:
Game Disk 3

APPLE®

RINGS OF ZILFIN

FRONT SIDE:
Game Disk 2

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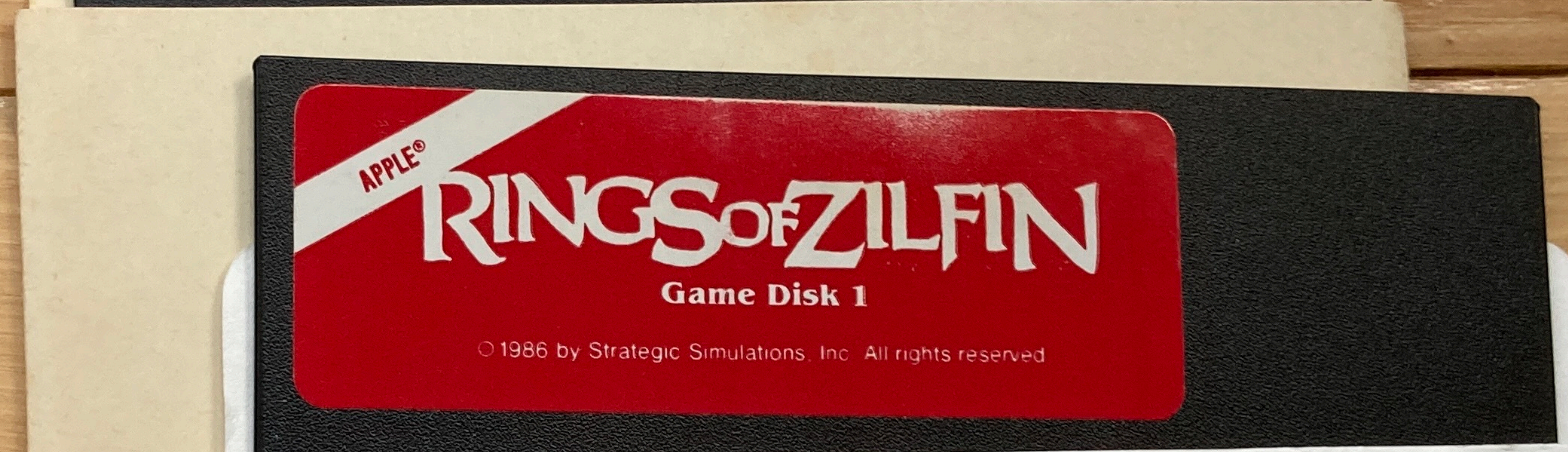
BACK SIDE:
Game Disk 3

GAME
SOFTWARE
WHAT IS
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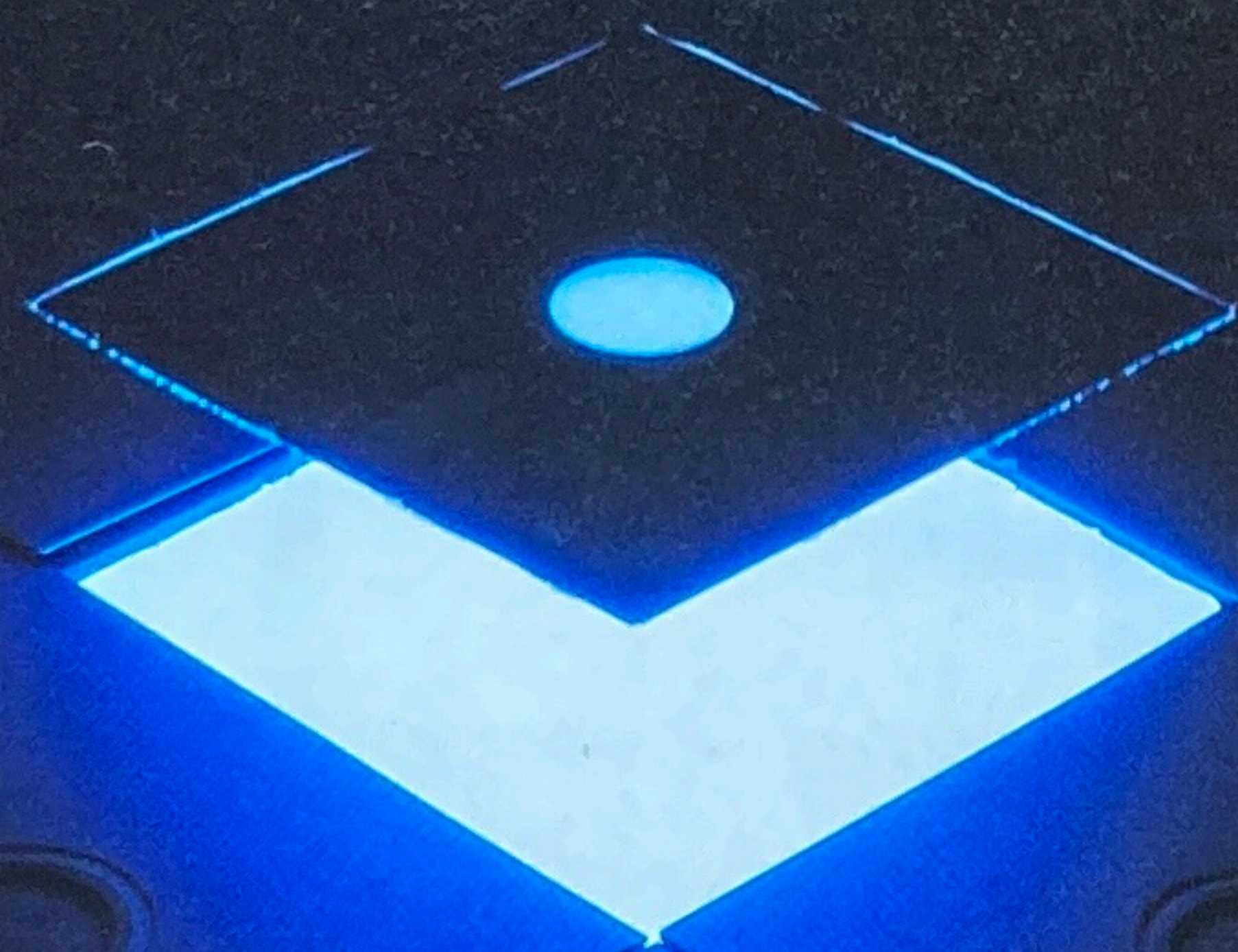


TEGIC
IONS,
INC.

R '86
ALOG







GAME
SOFTWARE
THAT IS
A CUT ABOVE.



STRATEGIC
SIMULATIONS,
INC.

FALL '85/WINTER '86
CATALOG

STRATEGIC SIMULATIONS INC./CUSTOMER RESPONSE CARD

1. What game is this card from? _____
2. What computer was used to play this game? _____
3. Please rate the following aspects of the game
(9 = excellent, 1 = poor):
Playability 9 8 7 6 5 4 3 2 1
Realism 9 8 7 6 5 4 3 2 1
Excitement 9 8 7 6 5 4 3 2 1
4. Was this game fun to play? ☐ Yes ☐ No
5. Have you ever played a board wargame before?
☐ Yes ☐ No
6. Please comment on this game. Include games you
would like to see in the future.

7. How many other SSI games do you own? _____
8. Where did you learn about this game?
1) ☐ friend
2) ☐ retail store
3) ☐ SSI catalog
4) ☐ magazine ad
5) ☐ magazine review
6) ☐ other _____
If magazine ad, which magazine? _____
9. Where did you purchase this game?
1) ☐ computer store
2) ☐ software store
3) ☐ toy/hobby store
4) ☐ bookstore
5) ☐ department store
6) ☐ SSI direct
7) ☐ other mail order
8) ☐ other _____
10. Please write your name and address below if you
wish to be placed on our mailing list:

SSI's COMPLETE LINE OF GAMES

For the next eight pages, you'll be getting a complete, but quick, overview of all of our games. They fall into five major categories:

- Wargames
- Sports & General Topic
- Sci-Fi/Fantasy
- Role-Playing
- Educational Entertainment

Each game is further categorized as either Advanced, Intermediate, or Introductory.

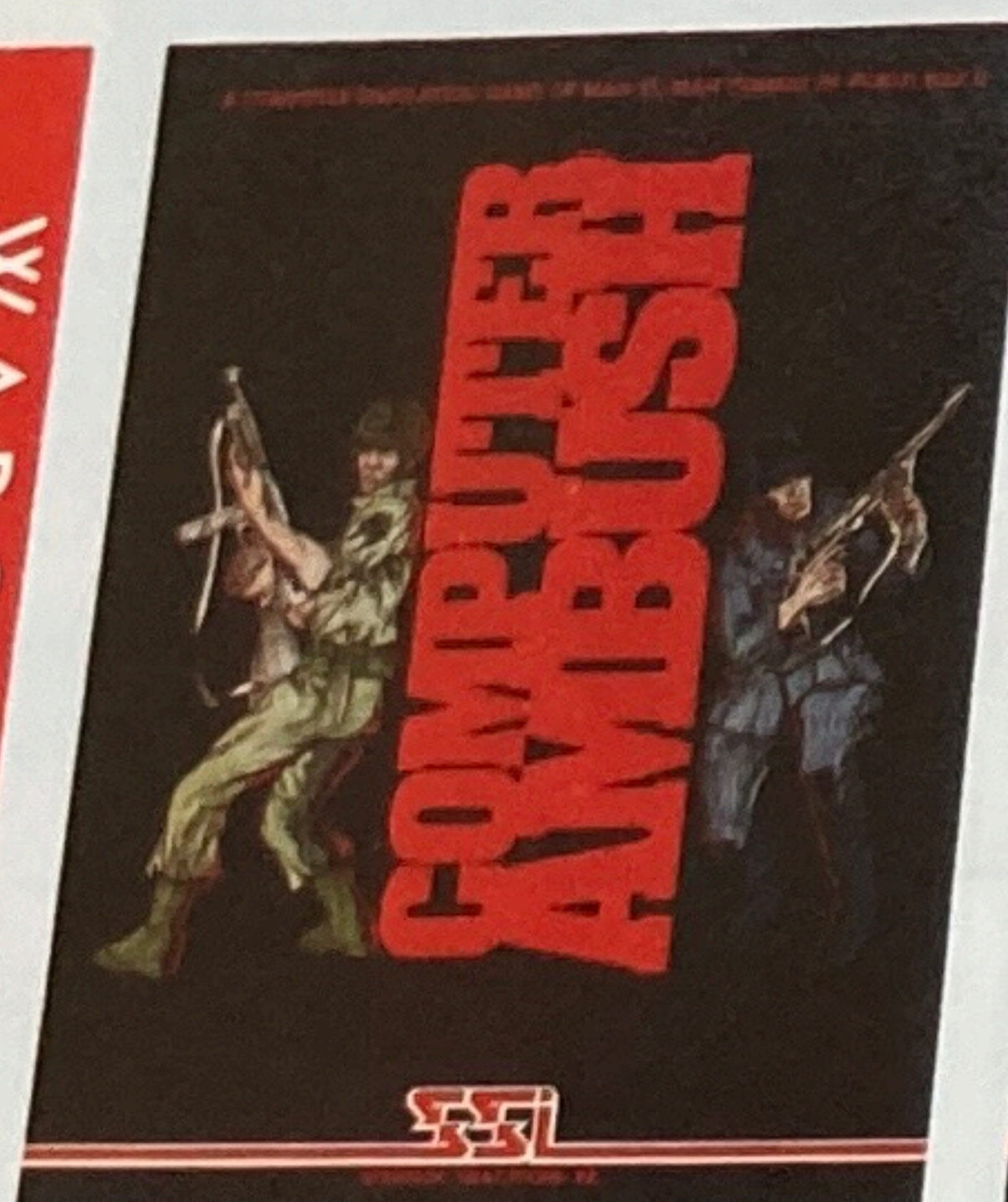
ADVANCED means the game is for those familiar with the concepts of strategy simulation. If you're interested in a tough or complex game, this is for you.

INTERMEDIATE applies to the games that are easier to absorb, quicker to understand. They can serve as the perfect stepping stones to Advanced games, but are challenging and intriguing in their own right.

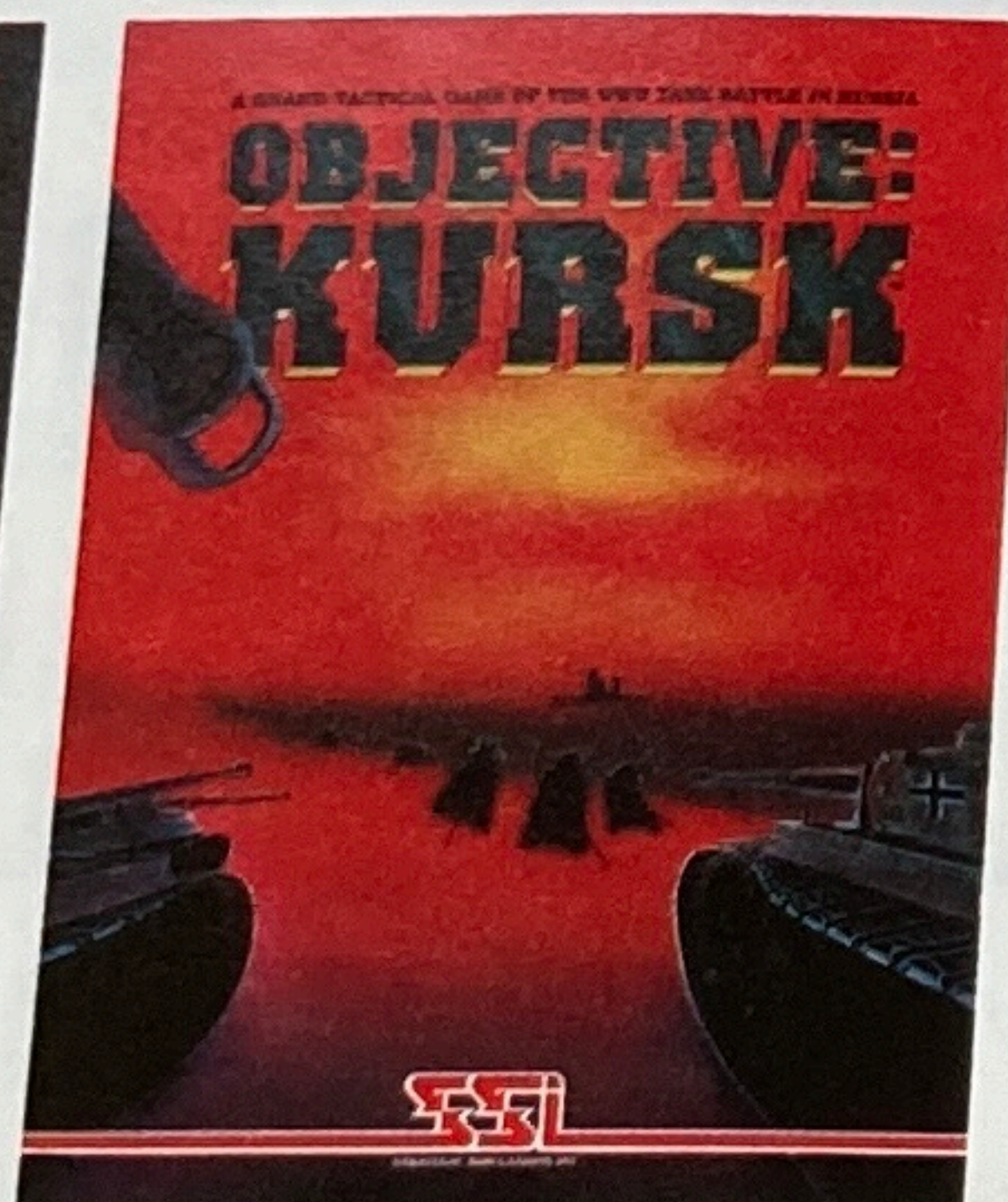
INTRODUCTORY games are ones that everyone can enjoy. It doesn't mean the game is simplistic, just simple to understand. Usually, a quick glance at the rulebook will be all that's needed to start play.

For a complete list of our games broken down by computer, please see pages 12 and 13. You'll also find prices and ratings for playability, realism and excitement derived from our customer response cards.

WARGAMES



New, improved edition lets you wage World War II man-to-man combat 40x faster than before! By Ed Williger & Larry Strawser. ADVANCED. APPLE, ATARI & C-64.

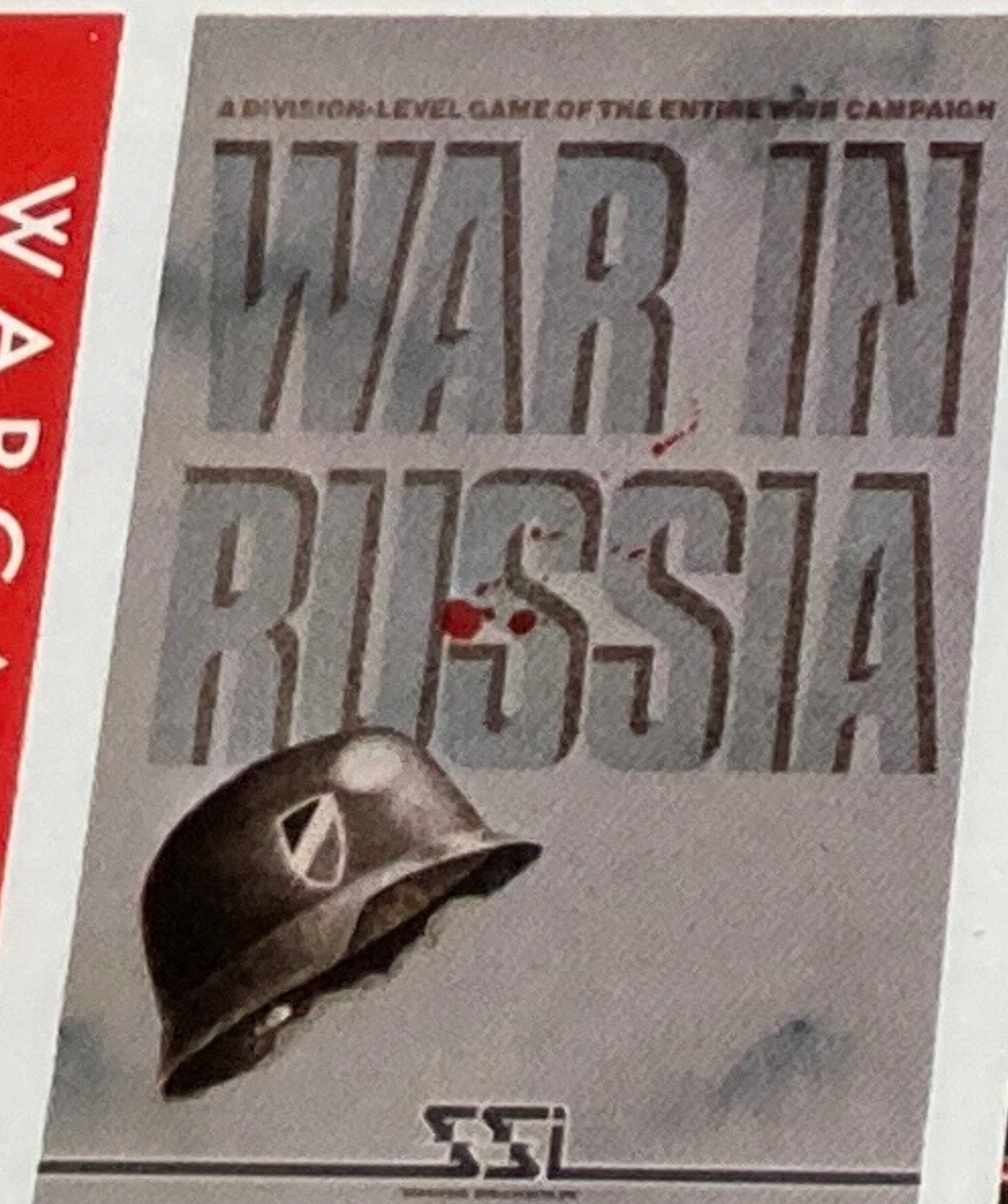


A very detailed grand-tactical simulation of the Battle of Kursk, Russia in 1943 involving more than 4000 tanks. By Gary Grigsby. ADVANCED. APPLE & ATARI.

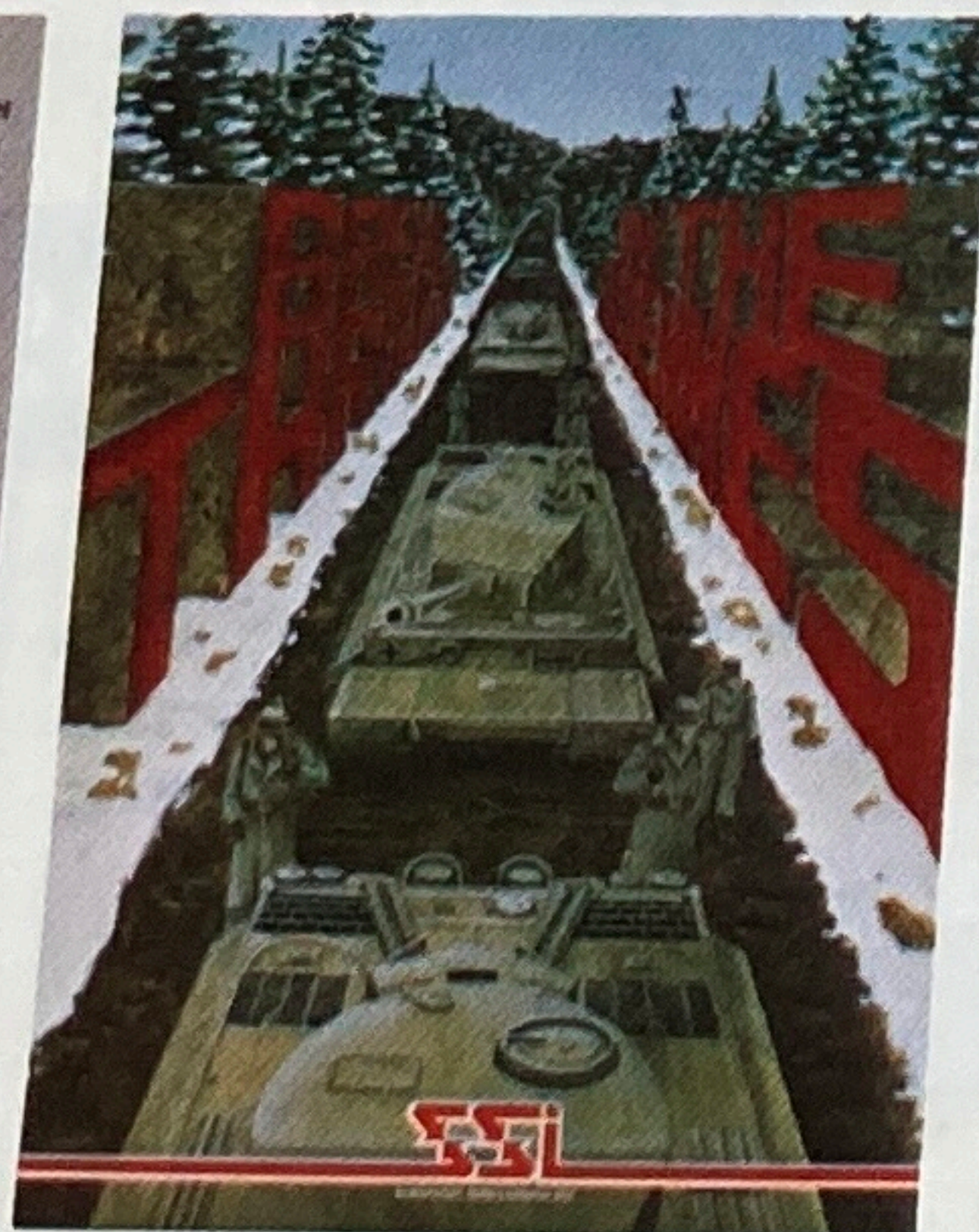


A superb strategic-level simulation of the RAF against the Luftwaffe during the Battle of Britain. By Charles Merrow & Jack Avery. ADVANCED. APPLE & C-64.

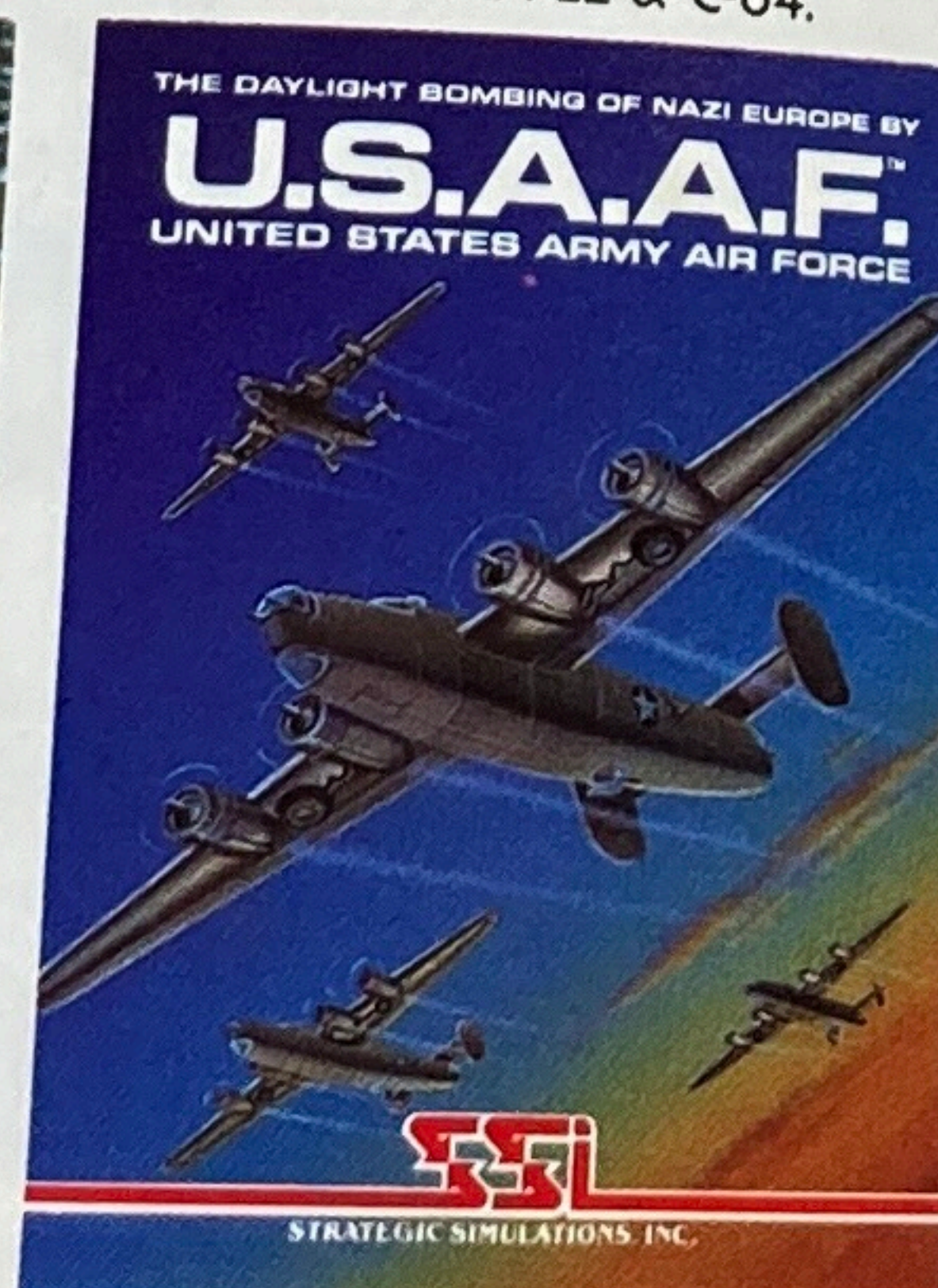
WARGAMES



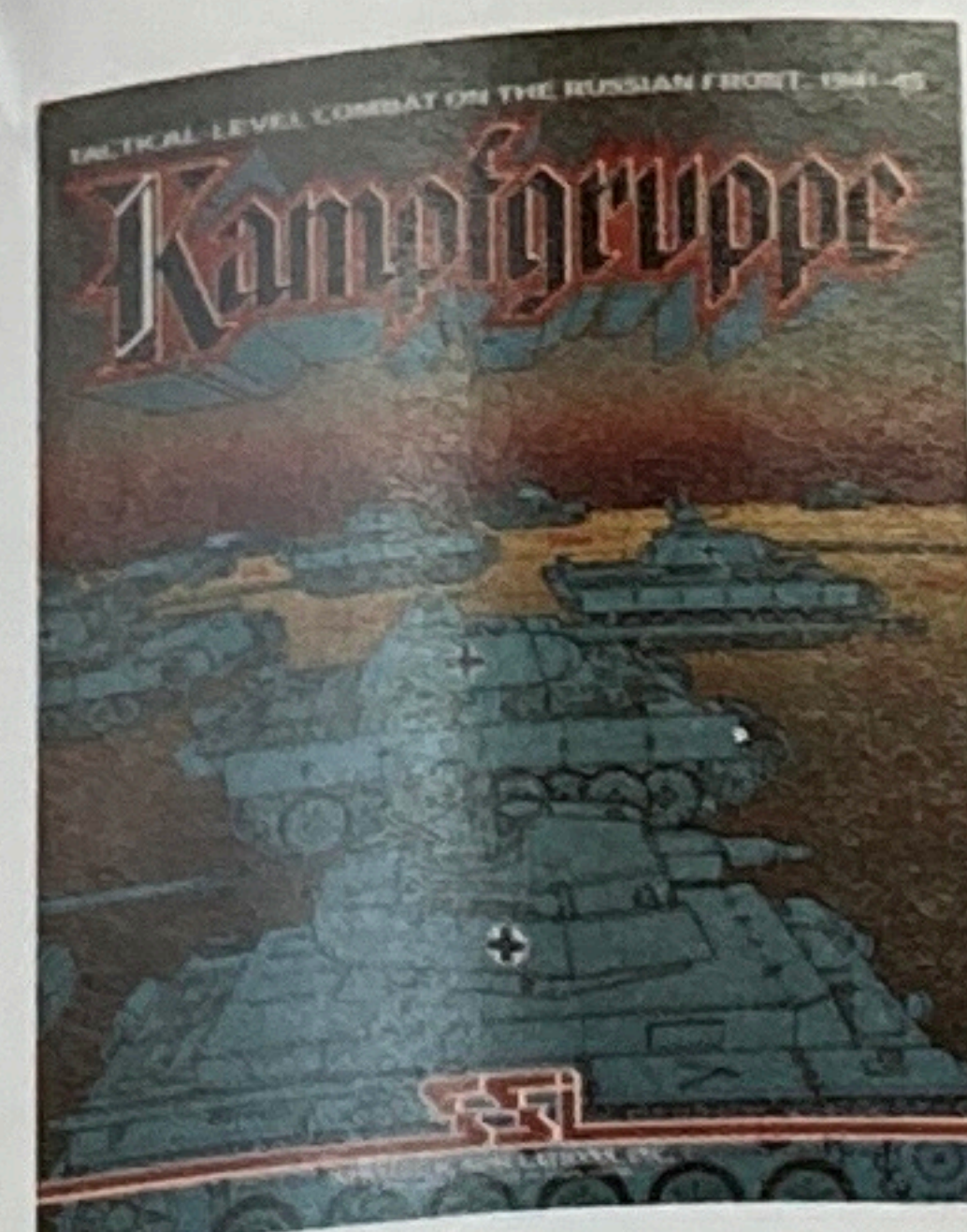
If you call yourself a bona-fide wargamer, you must play this division-level simulation of the Russian War, 1941-44! By Gary Grigsby. ADVANCED. APPLE & ATARI.



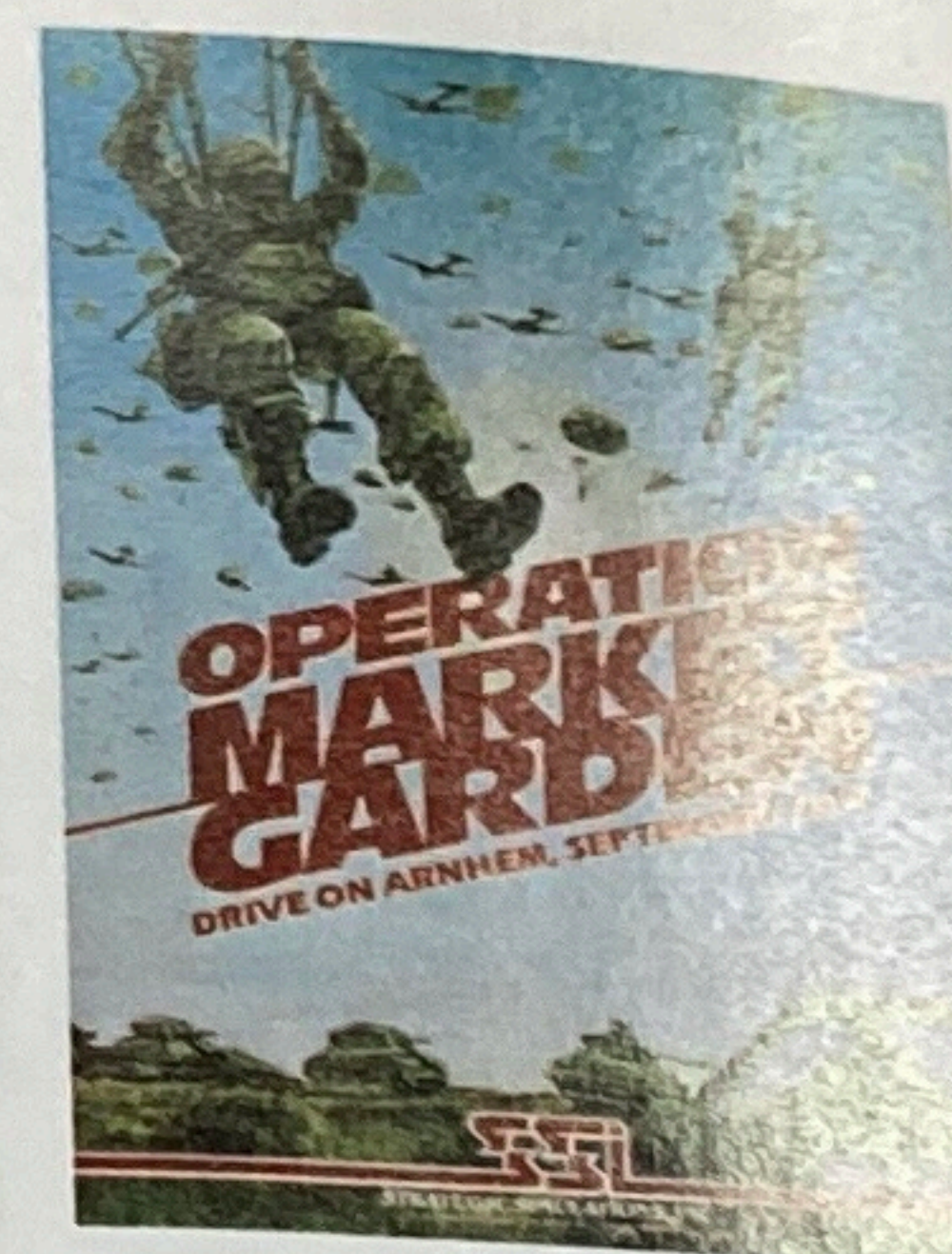
Take command in this detailed regimental/brigade-level simulation of the Battle of the Bulge. By Dave Landrey & Chuck Kroegel. ADVANCED. APPLE, ATARI & C-64.



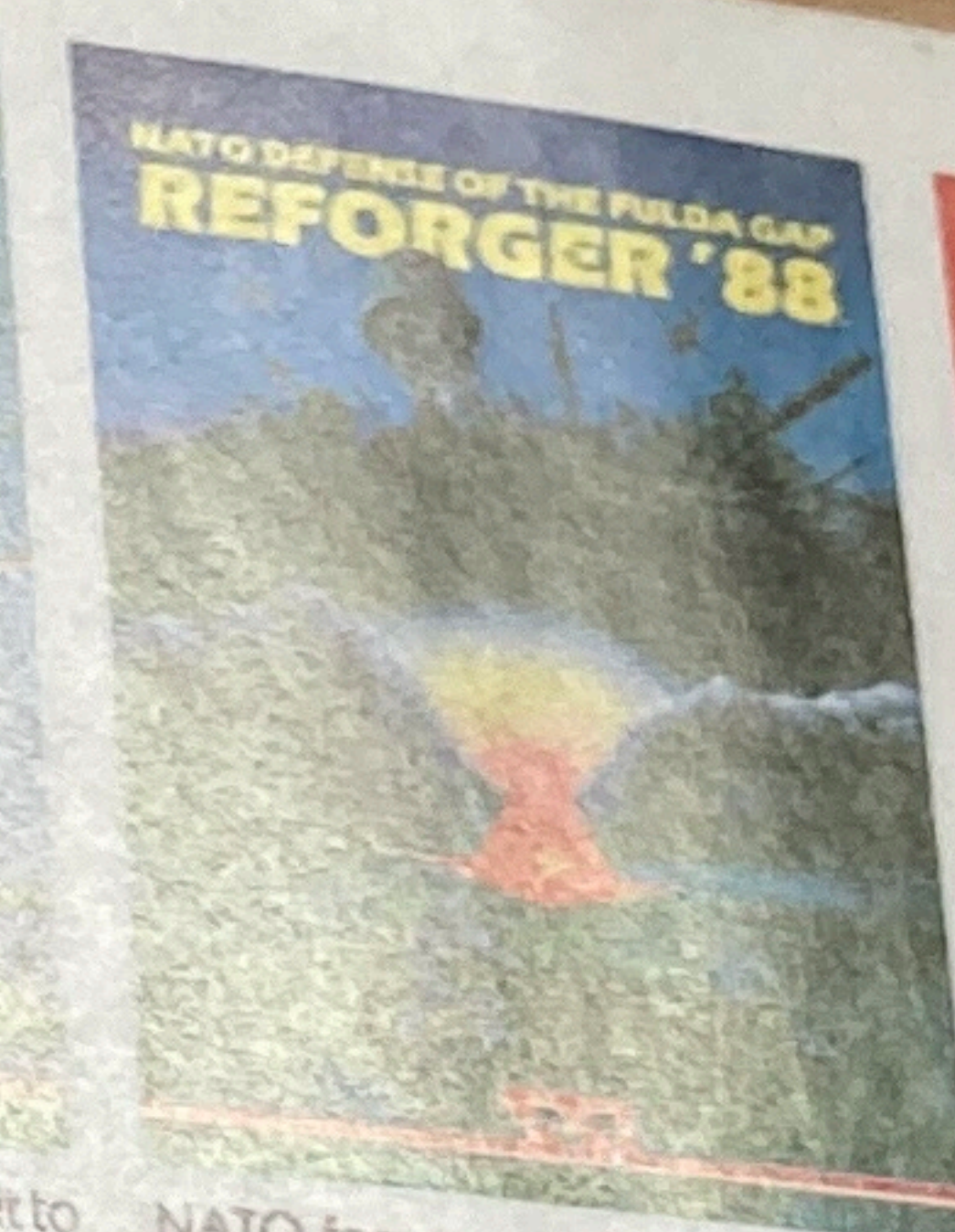
Direct or defend against the daylight bombing of Nazi Germany's industrial centers by the United States Army Air Force. By Gary Grigsby. ADVANCED. APPLE, ATARI & C-64.



A tactical game of armored warfare that encompasses almost all ground weapons used on the Russian Front from 1941-45. By Gary Grigsby. ADVANCED. APPLE, ATARI & C-64.

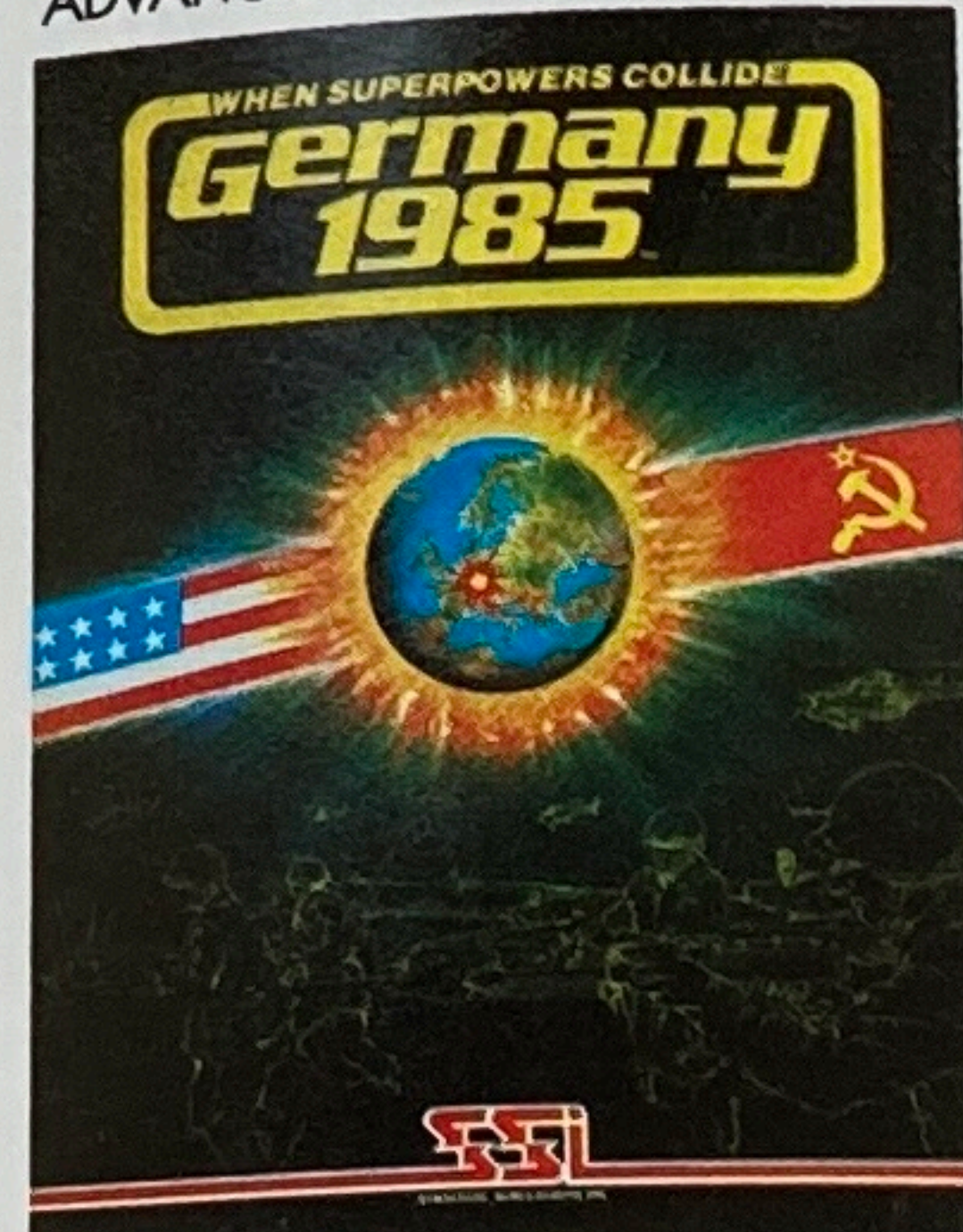


The massive Allied airborne assault to capture the bridges of Holland in 1944. By Dave Landrey & Chuck Kroegel. Contains ADVANCED and INTERMEDIATE games. APPLE, ATARI & C-64.

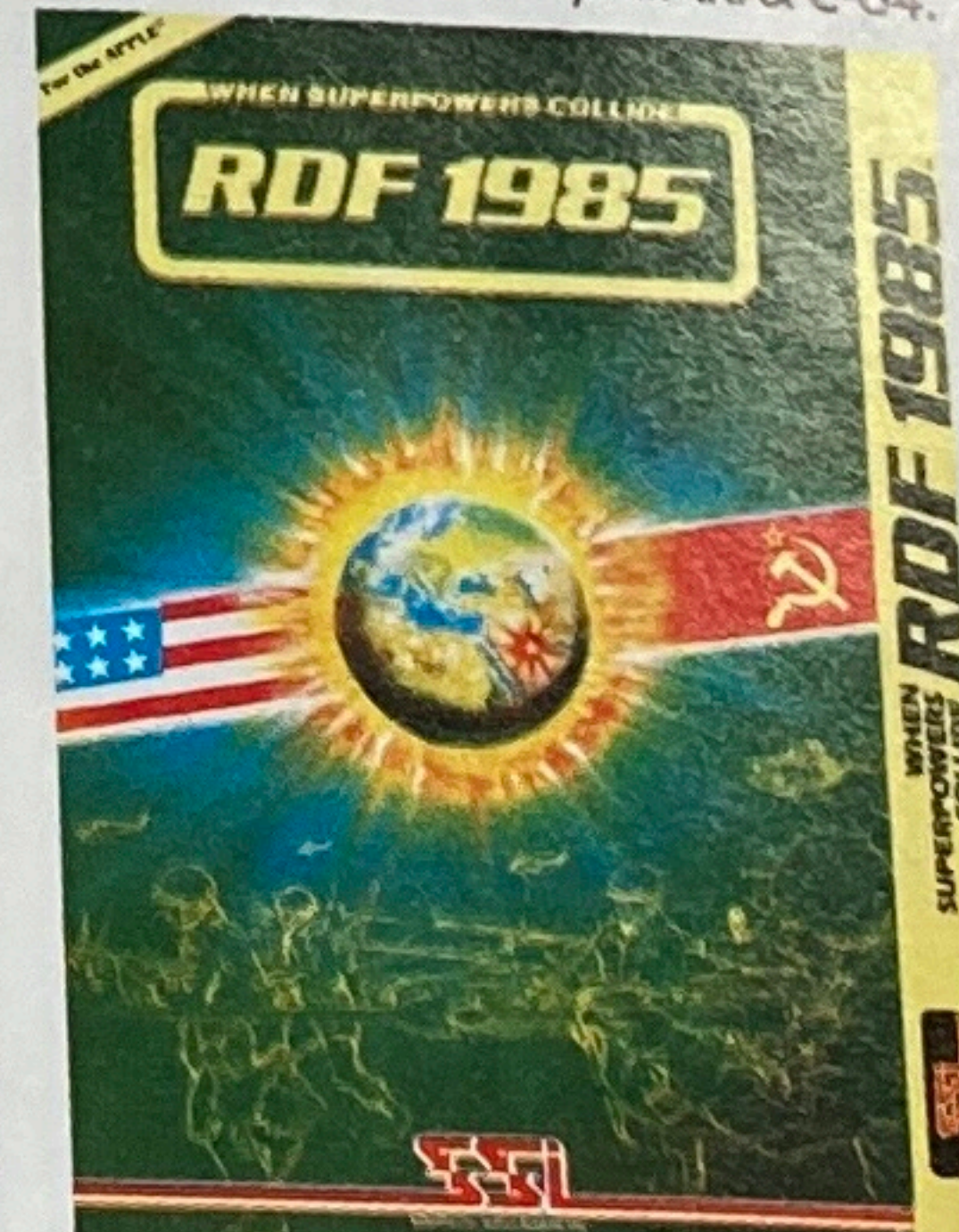


NATO forces must defend Frankfurt and its vital airbase when Warsaw Pact troops invade through the Fulda Gap. By Gary Grigsby. ADVANCED. APPLE & ATARI.

WARGAMES



NATO forces must repel the Soviet invasion of West Germany...when superpowers collide! By Roger Keating. ADVANCED. APPLE & C-64.

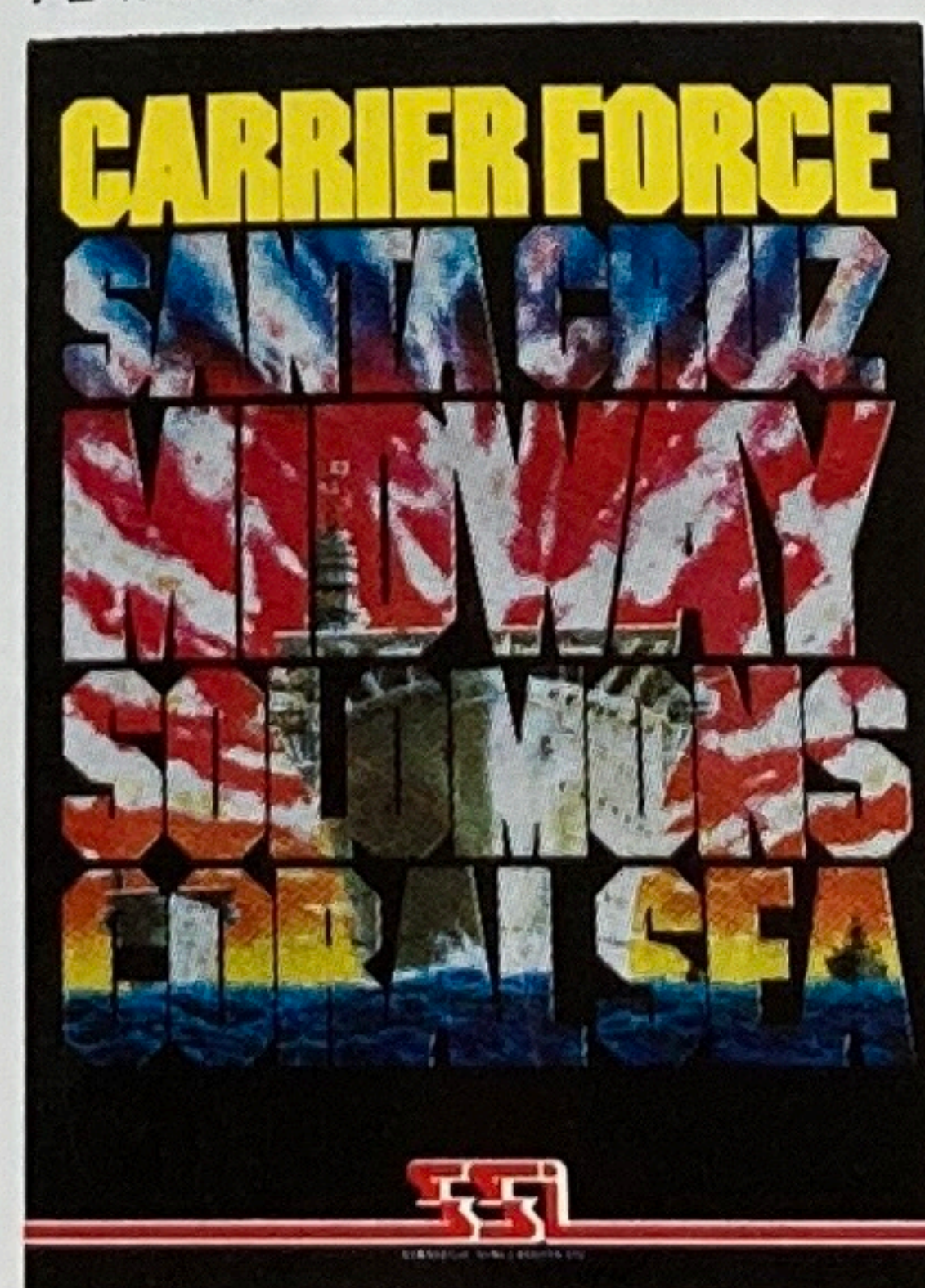


The U.S. Rapid Deployment Force must take Soviet-captured oilfields in Saudi Arabia. Second in the "Superpowers" series. By Roger Keating. ADVANCED. APPLE & C-64.



West Germans invade East Germany in an attempt to free West Berlin. Third in the series: "When Superpowers Collide." By Roger Keating. ADVANCED. APPLE & C-64.

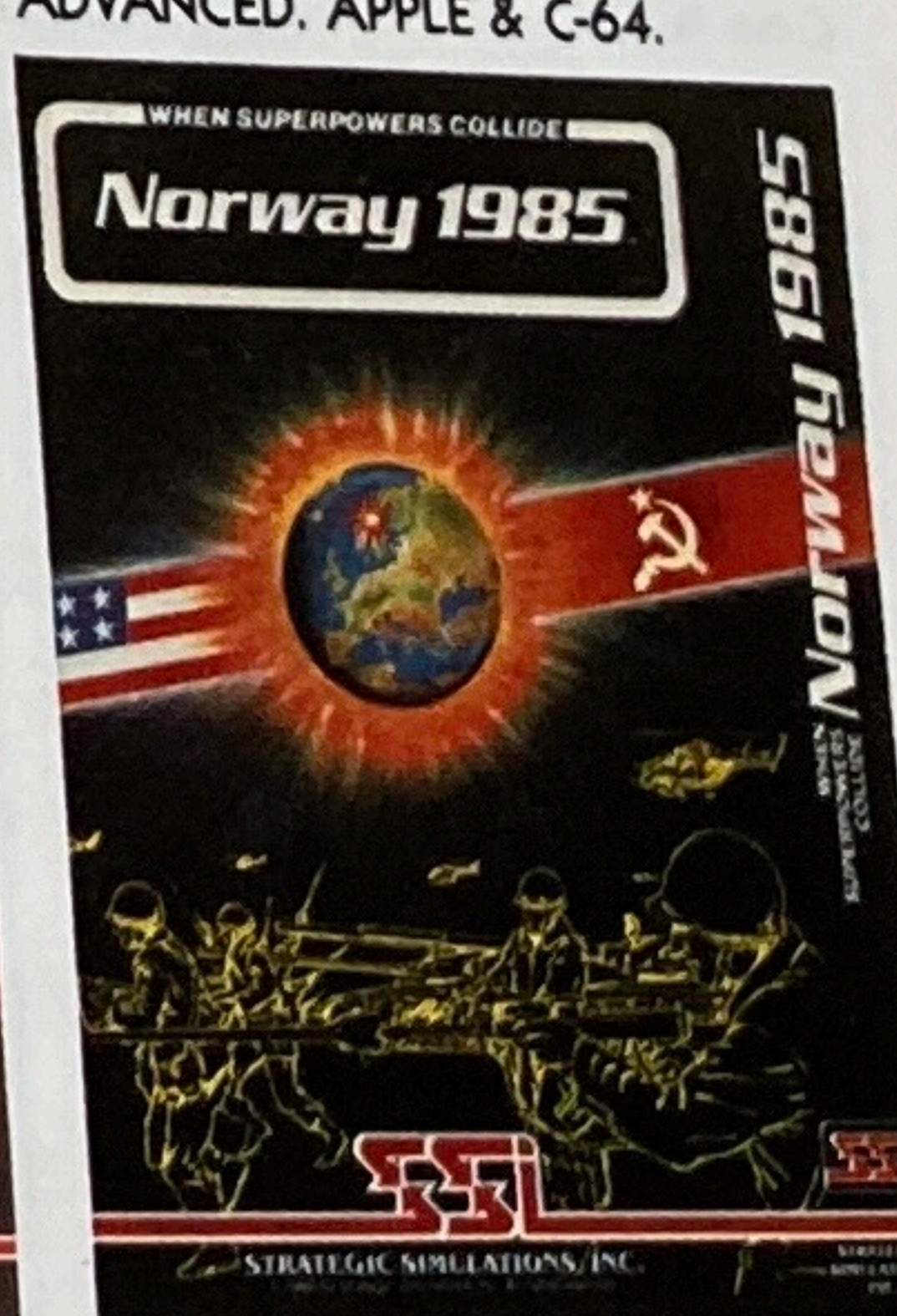
WARGAMES



Four classic carrier battles in the Pacific during World War II: Midway, Santa Cruz, Eastern Solomons and Coral Sea. By Gary Grigsby. ADVANCED. APPLE, ATARI & C-64.



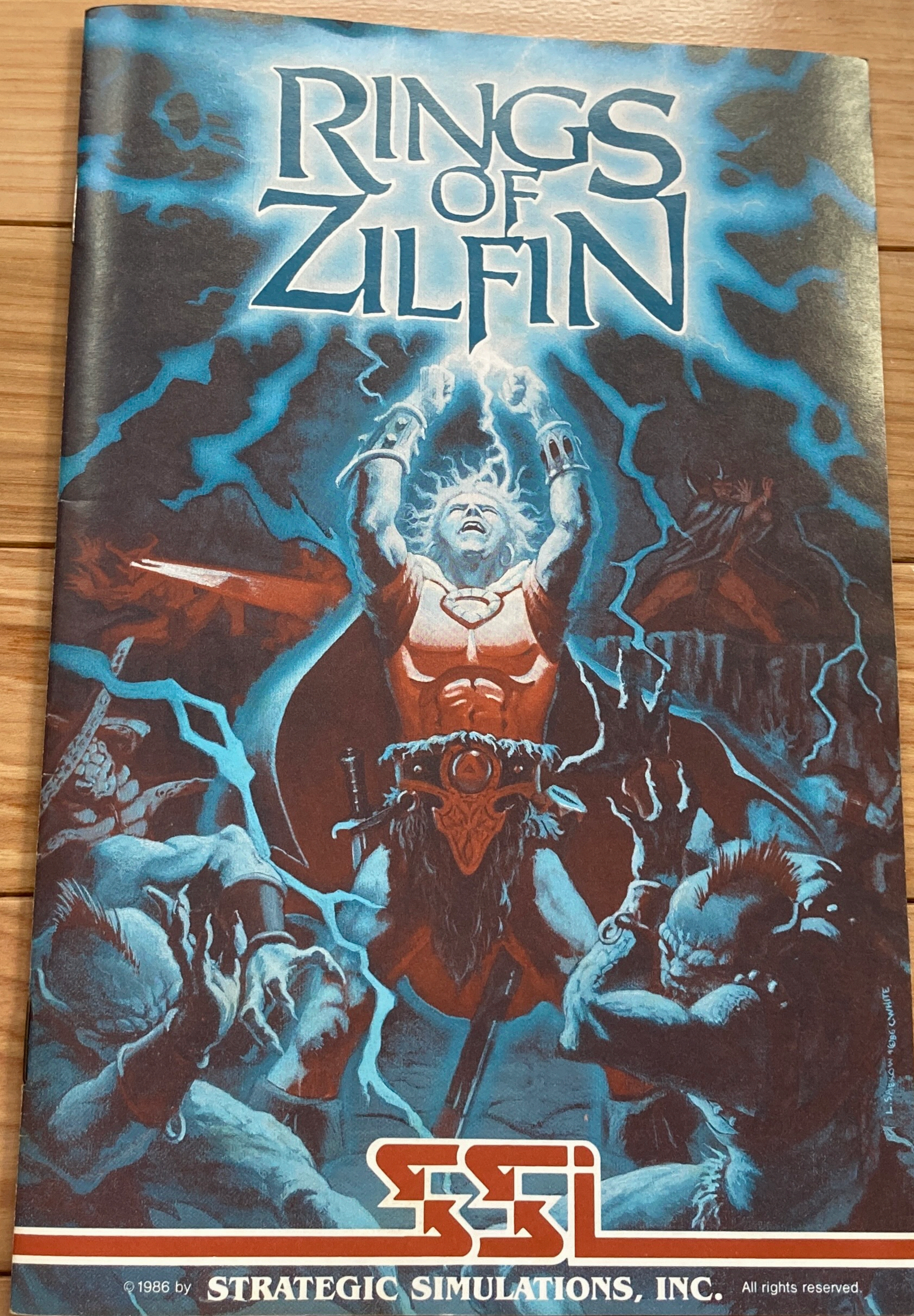
A tactical simulation of modern armored warfare that features over 70 different weapon types. By Gary Grigsby. ADVANCED. APPLE & C-64.



NATO's ski infantry try to regain Norway from Soviet control in this fourth game of the "Superpowers" series. By Roger Keating. ADVANCED. APPLE & C-64.

WARGAMES

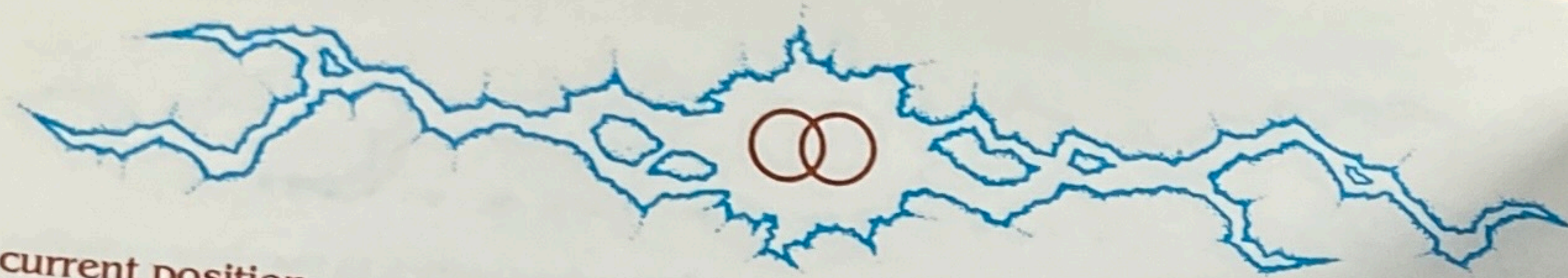
RINGS OF ZILFIN



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RINGS OF ZILFIN





current position.

Cast — Cast the currently prepared spell once. Eevei class spells will fire up from the hero's current position.

Prepare Spell — Same as during travel.

Flee — Attempt to end the combat by eluding the attackers.

In general, the hero's position is adjusted by moving the joystick left or right. To shoot at the flyers, set the highlight to arrow or cast and press the Fire Button.

Standard Combat Menu

When dark forces confront our hero, the standard combat menu will be displayed. Options are selected by *holding down the Fire Button while moving the joystick* forward or back. Releasing the button selects the highlighted option.

Inventory/Use — Same as during travel.

Arrow — Selects bow and arrow as the hero's current weapon. Requires a direction.

Sword — Selects sword as the hero's current weapon. Requires a direction.

Look — Same as during travel. Best utilized after the battle.

Cast — Casts the currently prepared spell once. Eevei class spells require a direction.

Prepare Spell — Same as during travel.

Flee — Same as during night combat.

For attacks with arrows, sword, and Eevei class spells, the direction of the attack must be chosen after the option is selected and the Fire Button released. To indicate the direction of attack, simply move the joystick in the desired direction after selecting the option.

Town Menu

Upon entering a town or village, the Town menu will be displayed. Move the highlight by moving the joystick forward or backward until the desired item is highlighted. Then press the Fire Button.

Cast — Same as during travel.

Prepare Spell — Same as during travel.

Offer — Same as during travel.

Word — Same as during travel.

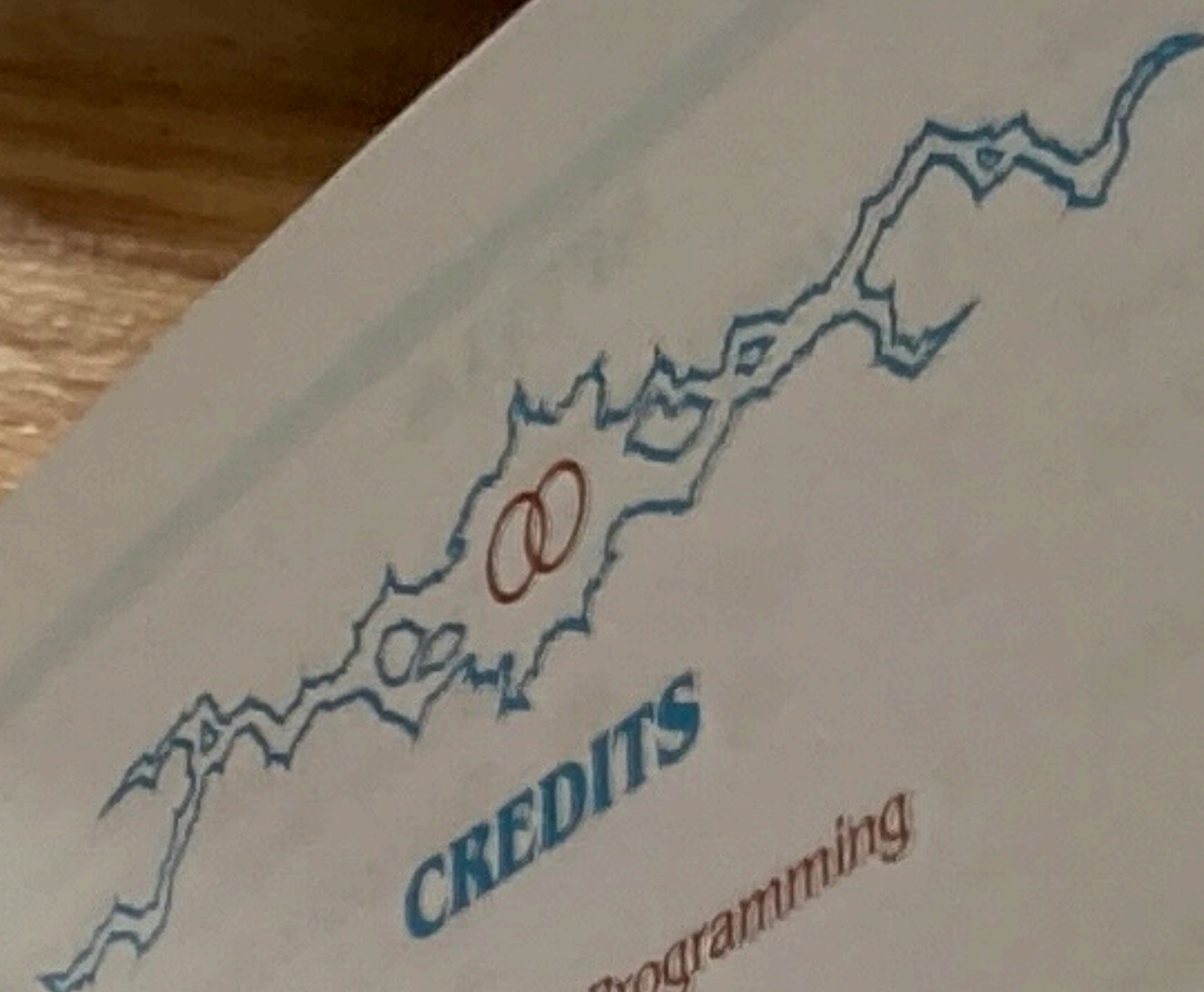
First House, Second House, Third House — Selecting any of these options causes the hero to enter the corresponding building. The first house is the house on the left, the second house in the center, etc.

Talk to Passers By — Selecting this option allows the hero to be approached by a random towns person. After the person has approached, selecting "Talk to Passers By" a second time will elicit a conversation.

Exit — Selecting exit will cause the hero to exit a room, building, location, or conversation.

Miscellaneous

Occasionally the hero will be presented with special choices such as Yes/No or Go On/Exit Back. To make a selection, move the joystick until the highlight is over the desired response, then press the Fire Button.



CREDITS

Game Design & Programming
Ali N. Atabek

Commodore 64 Conversion
LDW Software

Game Development
Jeffrey A. Johnson

In-House Playtesting
Robert W. Calfee

Playtesting
**Arion Harris, John Borris, Steve Sanchez,
Paul Norman, Scott Porter & Bill Thompson.**

Art & Graphic Design
**Louis Hsu Saekow, Dave Boudreau,
Ben Willemsen & Kathryn Lee**

Typesetting
Abra Type

Printing
A&a Printers and Lithographers

SPELLS

SPELL	CATEGORY	LEVEL	FATIGUE	DAMAGE	DESCRIPTION
A. Jazzip	Eevei	1	- 5	5	The Jazzip spell throws a ball of fire in the chosen direction.
B. Rektar	Eevei	2	-20	40	This spell is like Jazzip, but more powerful.
C. Fagtar	Eevei	3	-40	99	Most powerful of Eevei spells. Directs a ball of pure energy to your enemy.
D. Stohle	Hainn	3	-75	—	Used in combat. Effective against all your foes at once. Temporarily disables their ability to attack.
E. Buzzap	Hainn	1	-15	5	Lightning strikes all your enemies.
F. Parthl	Hainn	3	-35	30	Six times more powerful than Buzzap.
G. Ekbert	Zulfarr	1	-10	—	Gives an insight into your enemy's strength, endurance and combat skills.
H. Ak-Lin	Brynox	1	-20	—	Raises a magical shield which will absorb hits worth 50 points from hostile forces.
I. Ilk-Be	Brynox	2	-35	—	Similar to Ak-Lin, but will absorb 99 hit points.
J. Ud-Bar	Zulfarr	2	-90	—	Immediate teleportation to your destination. To be used only in open country in travel phase.
K. Warton	Zulfarr	1	-25	—	To be cast just before entering a room. Protects you from any theft. Good for one day.
L. Zytrom	Hainn	2	-40	99	Effective against Hrrulls. Requires possession of the staff from the Grumm Tree.

COMMANDS

- A Arrow attack.** Fire an arrow.
C Cast a spell. Cast the prepared spell.
D Drink. Drink water or other potions.
E Enter. Enter a door or other entrance.
G Get. Pick up visible objects, plants, etc.
L Look for objects. Look for and pick up visible objects.
O Offer. Offer objects to other characters.
P Prepare. Prepare a spell.
R Rest. Set up camp and rest.
S Sword attack. Attack with sword.
T Talk. Converse with other beings.
U Use. Use an object.
X Exit. Leave a location.
W Word. You can enter words.
ESC Status. Displays status and inventory.
SPACE Walk/Stop. Start or stop motion.
BAR

MUSHROOMS & HERBS

- Yurpin mushroom:**
Increases your endurance.
- Tergin mushroom:**
Increases your fatigue factor.
- Parzin mushroom:**
Gives you maximum sword skill for one blow.
- Fuhyin mushroom:**
Provides nourishment equal to one unit of food.
- Purlet:**
Gives strength of 200 for one blow.
- Mift:**
Provides immunity from the next blow of the enemy.
- Iola:**
Antidote for poisoning. Restores endurance and fatigue factors.
- Jinn:**
Protection from the next five blows.

If you have any questions or problems regarding the program or game, please send a self-addressed, stamped envelope with your question to: *STRATEGIC SIMULATIONS, INC., 1046 N. Rengstorff Ave., Mountain View, CA 94043.*
 Or call our Hotline Number: (415) 964-1200 every weekday, 9 to 5 (P.S.T.).